



# SMOKE & STEAM

A 5TH EDITION RULES SUPPLEMENT



HOMEBREW

Harness the power of the new age

# TABLE OF CONTENTS

<b>SMOKE AND STEAM: A D&amp;D 5TH EDITION RULES EXPANSION</b>	
<b>TECHNOLOGY IN YOUR WORLD</b>	4
Common Themes .....	5
<b>VEHICLES PART 1: TRAINS</b>	6
<b>BASIC STATISTICS</b> .....	6
Trains in Combat .....	7
Crashing a Train .....	7
Moving on top of trains .....	8
Falling Off a Train .....	8
Decoupling Carriages .....	8
Travel Pace and Fuel .....	8
<b>SAMPLE TRAIN CARRIAGES</b>	10
Engine Carriage .....	10
Passenger Carriage .....	10
Tender .....	10
Narrow Gauge Engine .....	11
Small Passenger Carriage .....	11
Light Cargo Cart .....	11
Armoured Train Carriage .....	12
Railway Artillery .....	12
<b>VEHICLES PART 2: SHIPS AND AIRCRAFT</b>	13
<b>SHIPS</b> .....	13
Ship-of-the-Line .....	13
Steam Frigate .....	14
Ironclad .....	15
Passenger Steamer .....	16
Tugboat .....	16
Submarine .....	17
<b>AIRCRAFT</b> .....	17
Hot Air Balloon .....	17
Airship .....	18

<b>RULES FOR VEHICLES</b>	19
<b>VEHICLE CUSTOMISATION AND VARIATION</b>	20
<b>SIEGE WEAPONS</b>	21
Renaissance Weapons .....	21
Early Industrial Weapons .....	22
<b>WEAPONS AND ADVENTURING GEAR</b>	23
Artisan Tools .....	25
<b>RULES FOR FIREARMS</b>	28
<b>FIREARM CUSTOMISATION AND VARIATION</b>	30
<b>PLAYER BACKGROUNDS</b>	32
Doctor / Surgeon .....	32
Engineer .....	33
Factory Worker .....	34
Journalist .....	35
Lawyer .....	36
Miner .....	37

# SMOKE AND STEAM: A D&D 5TH EDITION RULES EXPANSION



HE WHEELS OF PROGRESS TURN, AND THE WORLD turns with it.

Dungeons & Dragons has long been synonymous with medieval fantasy, yet this genre, while enchanting, barely scratches the surface of the vast tapestry of adventures that captivate our imagination.

What about the golden age of piracy? the untamed expanses of the Wild West, or the tumultuous Sengoku era?—Historical epochs that have undeniably imprinted their influence on our world and fiction alike. What unites these eras is not just the grandeur of their tales but the transformative force of emerging technologies. How do you play a game influenced by the Three Musketeers without muskets?

The DM's Guide touches on advanced technology briefly but lacks a comprehensive set of rules and guidance for running a game with Renaissance or early industrial-era technology.

This document aims to fill that gap by providing an all-in-one expansion covering various aspects such as weapons, adventuring gear, steam locomotives, warships, character creation options, and other optional rules. The goal is to offer everything you might need to bring the power of smoke and steam to your table.

This document is designed to be user-friendly, avoiding unnecessary complexity by using existing rules and publications as a foundation. Enabling Dungeon Masters to seamlessly incorporate elements from this book without the need to master an entirely new system. The overarching experience is tailored to harmonise with standard D&D 5e, equipping you with the tools to enrich your campaigns with the flavour of the Renaissance or early industrial era.

## USING THIS DOCUMENT

Familiarity with the foundational rules of D&D 5e is needed to make the most of this document. The contents draw from rules found in the following publications:

- The Dungeon Master's Guide
- The Player's Handbook
- Xanathar's Guide to Everything
- Ghosts of Saltmarsh (for ship rules only)

Any new rules and mechanics introduced in this book are explained in detail, but familiarity with the official rules is recommended for a greater understanding.

Additionally, this document serves as a guide for DMs in developing a setting infused with advanced technology. Note that many sections have a dual

purpose: they not only provide rules for adjudication but also aim to spark ideas for encounters and adventures.

Remember - Telling a good story, or keeping things straightforward is more often important and interesting than recreating reality, just like the official rules, the DM's say is final, and anything here can and should be modified to suit your table.

## WHAT DO YOU MEAN BY INSPIRING ENCOUNTERS?

Be creative! look at the items in the adventuring gear section for example. A spool of fuse and a timed bomb detonator aren't just there for the players to use, but an opportunity for an encounter where the players have limited time to prevent calamity! Allowing players to use their abilities in creative ways, or pull off heroic feats that don't (necessarily) involve slaying enemies.

Gas masks and Scuba suits open up possibilities for adventures where the dangers include toxic gas or underwater threats, adding tension as players battle against the clock before their air supply runs out.

Some of the devices in the Siege Weapon section are so powerful that destroying them or taking control of one can be a whole adventure by itself, akin to many famous war stories. It's all about using these tools to make your game full of exciting and memorable moments.

# TECHNOLOGY IN YOUR WORLD

**T**HIS DOCUMENT COVERS A VARIETY OF Renaissance and Early Industrial technologies that adventurers are most likely to interact with, but how they do this is up to you. You can look to history to see how new advancements were discovered, became widespread, and shaped the world, but the technological progress of the real world may not suit your campaign, or make much sense in a fantasy world. Consider the following when constructing a campaign that uses advanced technology.

## TECHNOLOGY IS NEW

A party of adventurers look troubled when they hear a witness account of an attack on a village, and the strange unknown weapons they used. A rural farmer scoffs when told of steam-powered wagons being built in the city, sure it could never outperform a reliable horse. A devious villain escapes imminent capture at the last minute using a bizarre flame-powered balloon, to the amazement of all onlookers.

This kind of setting assumes that most technology is no more advanced than any of the weapons or equipment described in the Player's Handbook and that almost any advanced technology is so new that there may only be a single working prototype. This is useful if you want to keep technology rare and surprising, or if you want to start adding this kind of technology to a setting that didn't have it previously.

## TECHNOLOGY IS OLD

A young adventurer, about to embark on her first journey, is handed a family heirloom by her grandfather, a weathered flintlock rifle. A ranger seeking an isolated settlement walks alongside rusted iron rails, long fallen into disrepair. An elf laments to his dwarf companion about how nobody seems to want to learn how to use a longbow in lieu of guns anymore.

In these scenarios, technology may still be in its infancy, but multiple generations have grown up in a world where these things are not uncommon. In a world like this, technology is more likely to be readily available even to people who can't manufacture it themselves, while politics and economies are entrenched in mining and manufacturing.

## TECHNOLOGY IS ANCIENT

An artificer spends another sleepless night trying to reverse-engineer dusty scrolls and worn carvings to unlock the alchemical secrets of a long-lost civilisation. Adventurers lost in the desert searching for treasure-filled ruins find renewed hope when a shifting sand dune reveals a pair of ancient train tracks. Tales told in tribal communities recall a time when their distant ancestors held thunder in their hands and crossed the ocean in boats of iron.

An extreme scenario that flips technological progress on its head, in this case technology like firearms may be a lost art due to some civilisation-wide calamity.

Adventures in a world like this might include guns in ancient treasure hoards or could revolve around rediscovering lost knowledge, in a very similar way to how some fantasy stories treat certain kinds of magic.

## TECHNOLOGY IS COMMON

A bard looks out across the city as he writes his next piece, gazing at a skyline swarming with airships. A thief frowns as he assesses the guards patrolling the streets, each armed with a rifle.

In a setting like this, buying technology or catching a train is easy. Settlements without access to technology are outliers, and advanced manufacturing is a part of everyday life.

## TECHNOLOGY IS RARE

A stranger comes to town and the pistol at his hip instantly makes him the centre of all gossip. An adventurer tries to sell the fancy device he looted from a defeated foe, and is met with wide-eyed amazement from the merchant. One drunkard fruitlessly tries to explain to another what a steamboat is, but neither of them has ever seen one.

Technology may be known about in the world at large but remains rare for one reason or another. Perhaps it is rare to most people, but a single faction have ready access to it. Technology is likely to be met with awe or confusion from commoners, and a layperson's knowledge of tech is as much superstition and rumour as it is truth.

## TECHNOLOGY IS LEGENDARY

A priest holds his talisman aloft during a fiery speech, depicting the holy rifle of his revered saint. Sighting a steamboat near a distant archipelago instantly launches a hundred expeditions as coastal towns swell with stories of some isolated hyper-advanced society.

In scenarios like this, advanced technology is given the same reverence as a dragon's hoard or a sacred relic. Few people alive have ever seen its like, and for most, it cannot exist outside of legends. Prophecies foretell the sound of a gunshot, and complex machines are wielded by icons of myth.

## TECHNOLOGY IS GOOD

A spark of inspiration, carried by relentless dedication, guides a doctor to invent a miracle cure that saves a kingdom from a seemingly incurable curse. A cleric faces off against a horde of demons with a gun in hand, his weapon unleashing a flash of gold with every shot. An enthusiastic young mechanic grins with the wind in his face as he leans out of the cabin of his train, which he affectionately named after his childhood sweetheart.

This kind of story emphasises the benefits of technology over the negatives. Innovation is enlightenment, technology paves the way to a brighter future. Advanced weapons may even be wielded by divine beings such as angels, their might used to protect freedom and crush villainy.

### TECHNOLOGY IS EVIL

A child looks on in terror as she flees her burning village, ruined by a warlord's newest inventions. Devils enforce their tyranny over mortals with guns of black iron that spew sulphurous smoke. A druid falls into despair as he sees his forest uprooted for strip mining and the air choked with pollution.

Stories like this follow in the footsteps of countless cautionary tales and speculative fiction works that feature a threat brought on by new technology. Advanced weapons are wielded by the enemy, and the natural world suffers as mankind seeks ever more resources, while an oppressive hierarchy is formed where those without technology are degraded.

## COMMON THEMES

Using advanced technology in your campaign is a great opportunity to introduce new thematic elements. A narrative theme can help your story feel more cohesive, and some of these are so common and versatile that they might emerge accidentally.

### OLD Vs NEW

Sometimes framed as Tradition vs Progress, this theme and others like it have been a core element of stories since the dawn of mankind. The Old tends to favour tried-and-true methods and values experience over intellect, respecting history and presenting itself as the more humble and wholesome approach. The New is critical of the status quo and strives towards innovation, idolising breakthroughs in technology and philosophy without being shackled to the past. You don't need to take a stance, but this conflict is bound to arise whenever something new threatens the old, or vice versa.

### TECHNOLOGY Vs RELIGION

In the real world, this conflict arises because modern science disputes the claims of organised religions about the nature of the world and its people. In a D&D fantasy world where gods and magic are indisputably real, this kind of conflict is less common and may not even make sense. Instead, look to myths such as the story of Icarus or the Tower of Babel where advanced technology is symbolic or the result of human hubris.

### HIGH TECH Vs LOW TECH

Similar but distinct from Old vs New, stories like this feature a conflict between groups or characters where one is distinctly more technologically advanced than the other. This includes many historical stories, as well as most alien invasion stories. The conflict might be balanced on the Low Tech side with greater numbers, a home-ground advantage, superior cunning, or a virtue such as valour or honour that the High Tech side does not have. Be wary when using this theme, as it is present in many real-world conflicts throughout history.

### TECHNOLOGY Vs MAGIC

In a world where both exist, technology and magic are both ways of solving similar problems, and thus are bound to conflict. Technology is accessible: You just need to own it, no need to spend years in study or have an inborn gift, and thus may be seen as less elitist. Proponents of magic may claim that learning magic teaches control and respect for power, denounce power that can simply be bought, or perhaps wielding magic has some greater spiritual significance.

### CAUTIONARY TALES

A common theme in gothic literature and many works since, these stories warn of the dangers of new technology. It may not be as simple as "new things are bad" but instead warns that the progress of science can outpace the progress of society and the wisdom of mankind and that we can cause things to go wrong well before we understand the repercussions of our actions.

### OTHER NOTABLE TECHNOLOGIES

This document focuses on the kinds of technology that will be most important during a D&D campaign and that the players are most likely to interact with, namely firearms and steam engines. However there are other advancements that affected real-world history and would be important setting details.

- The Printing Press. The ability to mass-produce the written word changed how information was spread and made literacy an important skill for everyone.
- Medical Science. Prior to innovations in anatomy and biology, medicine was in part religion and superstition. Effective medicine did exist, but it wasn't understood. A herbal remedy, from a layperson's perspective, might as well have been a magic potion that drives away evil spirits. Medical science understands that same remedy as an antibiotic that kills bacteria.
- Navigation and Timekeeping. The advent of clockwork mechanisms that keep accurate time was essential for the development of rail, while advanced navigation techniques allowed ships to cross vast oceans and establish trade routes across continents. These technologies allowed travel on a scale never seen before.

# VEHICLES PART 1: TRAINS



HE INVENTION OF THE STEAM ENGINE AND RAIL travel revolutionised every part of the world. Travel, war, manufacturing, science, and the ability to quickly move large amounts of people and cargo over vast distances truly changed the scope of the world. Naturally, trains are also an excellent feature in stories and adventures. This section covers rules on how trains work in a D&D game.

## BASIC STATISTICS

A train stat block has three main parts: basic statistics, components, and action options. Trains can't take any actions on their own. Trains are complex machines and carry a lot of momentum, without effort from the crew it will stay its current course. If an action is linked to a specific carriage, then there must be a member of crew in that carriage who can carry out that action e.g. Accelerating the train requires someone to be in the engine car, decoupling a carriage requires someone to be in that carriage or an adjacent one.

### SIZE

A train is typically formed of multiple carriages (or cars) hitched together, with an engine car at the head. Each carriage is its own Huge or Gargantuan object. The engine car determines how many carriages it can pull.

### SPACE

A train carriage doesn't have a square space unless its stat block specifies otherwise. For example, a train that is 20 feet long and 10 feet wide occupies a 20-by-10-foot space. There is a 5ft gap between two carriages hitched together. When one carriage in a train moves, the rest move with it, and if the other carriages can't move then the rest of the train can't move either. A train can't move into a space that is too small to accommodate it. If it tries to do so, it crashes, as described in the "Crashing a Train" section.

### RAIL GAUGE

The rail gauge of a train track determines the width between the rails. A train carriage must be built with the appropriate rail gauge in mind, and cannot move unless mounted on rails of the appropriate size. A carriage's rail gauge can be Broad, Standard, or Narrow.

### CAPACITY

A carriage's stat block indicates how many creatures and how much cargo it can carry. Creatures include both the crew of the vehicle and any passengers. Cargo capacity notes the maximum amount of cargo a train can carry. A train can't move if its cargo exceeds this capacity.

## TRAVEL PAGE

A train's travel pace determines how far the vessel can move per hour and per day. The travel pace of a train is determined by the stats of its engine car.

## ACCELERATION & DECELERATION

Getting a huge chunk of steel to move isn't easy or fast, and neither is stopping it once it does get moving. Instead of a basic movement speed, a train maintains its current speed and direction of travel every turn, if it is able, and a creature operating the controls can modify its speed higher or lower, as determined by its Movement components. A train's speed cannot normally go above its listed maximum speed unless it is Boosted (see below).

## ABILITY SCORES

A train has the six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and the corresponding modifiers.

The Strength of a train expresses its size and weight. Dexterity represents a train's ease of handling. A train's Constitution covers its durability and the quality of its construction. Trains usually have a score of 0 in Intelligence, Wisdom, and Charisma.

If a train has a 0 in a score, it automatically fails any ability check or saving throw that uses that score.

## VULNERABILITIES, RESISTANCES, AND IMMUNITIES

A train's vulnerabilities, resistances, and immunities apply to all its components, unless otherwise noted in the stat block.

Trains are typically immune to poison and psychic damage. Trains are also usually immune to the following conditions: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, and unconscious.

### WHICH RAIL GAUGE TO USE?

Different gauges of rails have their own advantages and disadvantages. Broad gauge allows for extra stability and spreads weight over a wider area. This is ideal for exceptionally heavy trains or those moving at high speed. Broad gauge is used for high-speed rail or for specialised heavy industry and cargo. Narrow gauge rail is far cheaper to construct, especially in mountains regions, since it requires less foundation to be set, less ground to be cleared, and requires smaller tunnels and bridges. It also allows for sharper corners. Thus narrow gauge is used for difficult terrain, but also sees extensive use in industries such as mining and logging for hauling cargo and workers, or where rails need to be constructed quickly. Standard gauge is the most common rail gauge, it's less specialised but has some advantages of both broad and narrow gauge. Most busy passenger lines will be standard gauge.

## ACTIONS

This part of the stat block specifies what the train can do on its turn, using its special actions rather than the actions used by creatures. The actions a train can take are governed by the actions available to each of its carriages. The train's conductor decides which actions to use. A given action can be chosen only once during a turn.

By default, a train of any size can take two actions on its turn, and gains an additional action for every five carriages in the train. At least one crew member needs to be in a carriage to use its actions, and the train cannot use more of a carriage's actions than there are crew members in a carriage.

All train carriages have the following action options:

**Decouple.** The coupling that connects one end of this carriage to the rest of the train is undone.

**Couple.** This carriage becomes linked to another carriage within 5 ft of it.

## COMPONENTS

A train carriage is composed of different components, each of which comprises multiple objects.

**Body.** A carriage's body is its basic frame and chassis, to which other components are mounted.

**Control.** A control component is used to change the train's speed. Always located in the engine car.

**Movement.** A movement component is the part of the engine car that gives it its name. This component has a listed maximum speed, as well as its rate of acceleration/deceleration. A train can't move in any direction freely, it can only follow the rails it is mounted onto.

**Weapon.** A carriage capable of being used in combat has one or more weapon components, each of which is operated separately.

A train's component might have special rules, as described in the stat block.

## ARMOUR CLASS

A component has an Armour Class. Its AC reflects the materials used to construct it and any defensive plating used to augment its toughness.

## HIT POINTS

A train component is destroyed and becomes unusable when it drops to 0 hp. A train doesn't have Hit Dice.

## DAMAGE THRESHOLD

If a train component has a damage threshold, that threshold appears after its hit points. A component has immunity to all damage unless it takes an amount of damage that equals or exceeds its threshold, in which case it takes damage as normal. Damage that fails to bypass the threshold is considered superficial and doesn't reduce the component's hit points.

## TRAINS IN COMBAT

Even trains not built for combat can still make for dynamic and exciting locations for adventures. Trains add an extra layer of danger and complexity to encounters.

A train rolls its own initiative using its dexterity score. On its turn, the Conductor decides what actions the train takes. The previous section describes how many actions a train can take in combat.

If a train is separated in combat, such as if a carriage is decoupled, then any actions that carriage can take can still be taken by any crew in that carriage, but the separate section of the train resolves any of its actions after the main body of the train. For the purposes of determining how many actions a train can take, only carriages attached to the engine car count. Carriages detached from the engine car can only take one action.

## CRASHING A TRAIN

If a train moves into the space occupied by a creature or an object, the train might crash. A train avoids crashing if the creature or object is at least two sizes smaller than it.

When a train crashes, it must immediately make a DC 10 Constitution saving throw. On a failed save, it takes damage to its body (or cow catcher, if it has one) based on the size of the creature or object it crashed into, as shown on the Crash Damage table. It also stops moving if the object or creature is one size smaller than it or larger, and that creature or object isn't completely destroyed and can't be pushed out of its space. Otherwise the train continues moving and the creature or object it collided with moves to the nearest unoccupied space that isn't in the train's path. At the DM's discretion, an object that is forced to move but is fixed in place is instead destroyed.

A creature struck by a train must make a Dexterity saving throw with a DC equal to  $10 +$  the train's Strength modifier, taking damage based on the train's size (as shown on the Crash Damage table) on a failed save, or half as much damage on a successful one.

## CRASH DAMAGE

Size	Bludgeoning Damage
Small	1d8
Medium	1d12
Large	6d10
Huge	12d10
Gargantuan	20d10

## MOVING ON TOP OF TRAINS

Moving on the roof of a train in motion is an extremely dangerous activity, but it may be required in a perilous adventure.

While moving at normal speed on top of a train, a creature must make a DC 13 Acrobatics (Dexterity) or Athletics (Strength) check when it starts its movement. On a failed check, it falls prone, and treats the train as difficult terrain for the rest of its movement. If it succeeds, it can move normally for the rest of its turn. A creature doesn't need to make a check if it voluntarily moves at half speed this turn.

A creature that attempts to fly while on the exterior of a train can move normally at the start of its turn (maintaining its speed and position relative to the train), as it can preserve the momentum of the train for a short time, but unless it is in physical contact with the train at the end of its turn then it loses that momentum and may be left behind if the train is travelling faster than it can fly.

While atop a train, creatures are in danger of impacting obstacles such as tree branches, signs, tunnels, and bridges. If a train passes under such an obstacle, then any creature on top of the train that isn't prone would impact the obstacle and must make a DC 15 Dexterity saving throw. On a successful save, the creature falls prone and takes no damage. On a failed save, it takes damage depending on the size of the object according to the Crash Damage table above. It is also knocked prone.

## FALLING OFF A TRAIN

A creature that is knocked off a moving train may not fall very far, but will still be injured by hitting the floor at high speeds. If a creature falls off a train, it takes falling damage as normal, but also takes an additional amount of damage relative to the speed. For every 20 ft per round a train is travelling above 60 ft per round, a creature falling off of it takes an additional 1d10 bludgeoning damage from the fall. For example, a creature falling from a train travelling at 160 ft per round takes 5d10 bludgeoning damage in addition to any damage incurred due to the height.

## DECOUPLING CARRIAGES

Normally a train carriage can be decoupled as an action on the train's turn. It's generally assumed that a train's crew has the proper equipment and knowledge to perform this task, and can do it without complications. However, in some circumstances someone may wish to decouple a train carriage without the proper equipment or while not being in control of the train.

A creature can attempt a DC 10 Strength, Dexterity, or Intelligence check using appropriate tools (such as

thieves tools, engineer's tools, tinker's tools) to try and undo the coupling while the train is stationary. If the train is in motion, the DC of the check is 15. If they have the correct key to the coupling, no ability check is required.

The coupling can also be undone if the mechanism itself is destroyed. The coupling bolt is an object with an AC of 17 and 30 hp, with a damage threshold of 5. A coupling that is destroyed cannot be used to connect to another carriage.

If a train carriage is decoupled from the train while it is in motion, it loses speed over time. At the end of the train's turns, any carriages that are not connected to the engine carriage have its current speed reduced by 20 ft until it reaches zero.

## TRAVEL PACE AND FUEL

An engine carriage's stat block lists its max speed per round, as well as its travel pace per hour and day. This assumes that a train is kept properly fuelled for an entire 24 hours, although most train journeys are much shorter.

A steam engine needs two things to keep running: fuel, and water. Coal is usually used for fuel, but some engines run on wood or some other combustible fuel. A typical steam engine like the ones described on the following pages uses 2.5 tons of coal per hour, and 4,000 gallons of water.

A train that runs out of either fuel or water quickly starts to lose boiler pressure. The train can operate as normal for 1 minute, after which it starts to lose speed. The train's current speed is reduced by 10 ft per round until it reaches zero or until it is refuelled.

An engine can operate normally for as long as it is fuelled, but its crew cannot. The driver and fireman of the train (described below) undertake exhaustive labour while operating the train. A train's crew can operate without break for a number of hours equal to their Constitution modifier (minimum of 1). After that, they must make a Constitution saving throw, gaining 1 level of exhaustion on a failure. The DC of this save is 10, and increases by 1 for each additional hour of work.

## CREW

Train crews can be large, and optionally can include serving staff, guards, and auxiliary engineers. A steam engine, however, only needs two people to operate (Driver, Fireman), and one person to oversee everything else (Conductor). All other roles are optional.

**Conductor:** The conductor is the person with highest authority and has the final say in what actions the train takes. The conductor is responsible for timekeeping, collecting fares, and the needs of passengers. A conductor doesn't need to know the technical details of how a train works, since they can refer to their other crew for such information, and instead benefit from high Charisma to lead their crew and to handle the affairs and complaints of passengers.

**Driver:** The driver is responsible for controlling the speed of the train and making sure it stops safely. Drivers benefit from high Perception in order to notice difficult corners or obstacles on the line, Dexterity for quick reactions and precise manoeuvres, and usually requires proficiency in land vehicles. In routes with junctions, the driver also handles navigation.

**Fireman:** The fireman fuels the boiler, monitors boiler pressure, and manages the supply of fuel and water. A gruelling task involving hard labour by a roaring furnace, a fireman benefits most from high Strength and Constitution.

**Steward:** A steward answers directly to the conductor, and sees to the passengers just like a conductor would, although they usually perform the more menial tasks. This can include stowing luggage, serving food, and cleaning. Stewarding is menial work that usually doesn't require any specialist skills, but high Charisma is always useful in a customer service role.

**Engineer:** Most trains don't carry engineers, but long-distance routes with infrequent stops might require one. Engineers maintain and repair the train, and need proficiency with appropriate artisan tools.

**Guard:** Due to the enclosed nature of trains, few guards are needed. Guards keep passengers away from restricted carriages, deal with criminals, and operate the train's weapons if it has any. In trains with multiple guards, one guard is designated as the Security Chief and has authority over all others. The guards benefit from proficiency with the Intimidation skill in order to exert their authority, and need to be able to use weapons for more dangerous situations.

## PASSENGERS

Passenger carriages vary greatly in their precise form and purpose, but broadly exist to transport anyone on the train that isn't crew, who are usually paying customers. The price of a ticket depends on the quality of the service, which corresponds to the tiers of lifestyle expenses found in the player's handbook.

**Wretched.** Your journey will be dangerous and uncomfortable, and you're likely a stowaway. Rather than an actual passenger carriage, you're probably sitting on the floor of a freight car or huddled on a ledge on the outside of the train. Prisoners in bonds are also in this tier.

**Squalid.** Your carriage is an old ramshackle vehicle that constantly seems like it might fall apart. Carriages are so overstuffed that some passengers are hanging onto the outside of the train. With heavy traffic and low maintenance, the carriages are dirty and worn.

**Poor.** Your carriage is of minimalist construction and is either open-topped or has a basic roof but no windows. You're near the engine so you constantly have to endure the noise and fumes. Narrow wooden benches are the only seating if any is available, but most or all passengers will have to remain standing.

Industrial railways that ferry workers to and fro mines and factories might run services like this due to the low cost.

**Modest.** While basic and functional, your passage is comfortable enough and the carriage is clean. Everyone has their own seat and there may be an overhead luggage rack. Some carriages have toilet facilities.

**Comfortable.** Carriages at this level are less crowded, and seats have a small table in booths separated by simple dividing panels. Carts selling food and drink come by during the journey, while insulated walls keep out most of the cold and noise.

**Wealthy.** Your journey will be far more pleasant than most. You have your own compartment within the carriage, which optionally has an unfolding bed for you to sleep during long journeys. Hot cooked food is made available for your journey and is included in the price of your ticket. Service staff will handle all your luggage if you wish.

**Aristocratic.** You have an entire train carriage to yourself, which may be one you own that is hitched to the main train at your request, and your own dedicated staff. The train goes where you want and stops at your request, while access to your carriage is restricted to only yourself and your companions. Your carriage contains not only seating but a desk, a bookshelf, a sleeping alcove, and a washroom.

## TICKET PRICES

Tier of Service	Price per Mile
Wretched	-
Squalid	1 cp
Poor	5 cp
Modest	1 sp
Comfortable	2 sp
Wealthy	5 sp
Aristocratic	2 gp minimum

## GHOST TRAINS

Legends and folk tales tell of spectral locomotives that haunt the rails. Sometimes they careen around abandoned lines, heedless of broken bridges and obstacles, others tell of trains that screech into stations and cause passengers to vanish from the platforms. Nobody knows what purpose they serve. Do they allow passage to the underworld, or do they carry the ghastly legions of some necromancer? Reports indicate that these ghost trains carry all kinds of undead, from spectres to zombies to vampires, and other wicked creatures such as hags and werewolves. Ghost trains serve a variety of purposes, but they all have these traits in common;

- A resistance to acid, fire, lightning, and thunder, as well as bludgeoning, piercing, and slashing from non-magical attacks.
- Immunity to cold, necrotic, poison, and psychic damage.
- The train can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. Creatures aboard the ghost train can also pass through objects when the train does, unless the train's conductor chooses otherwise.

# SAMPLE TRAIN CARRIAGES

## ENGINE CARRIAGE

*Gargantuan Vehicle (60ft by 10ft)*

**Creature Capacity** 3

**Cargo Capacity** 1 tons

**Carriage Capacity** 12

**Rail Gauge** Standard

**Travel Pace** 50 miles per hour (1200 miles per day)

**Max Speed** 440 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (+1)	22 (+6)	0 (-5)	0 (-5)	0 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

## ACTIONS

The train can take any of the following actions in addition to action options granted to it by other carriages. Toot is a free object interaction and doesn't count against the number of actions the train can take on its turn.

**Accelerate/Deaccelerate.** You increase or decrease the train's current speed by 20 ft. per round, up to a maximum of 440.

**Emergency Brake.** You pull a cord that activates brakes all along the length of the train. The train's speed decreases by 50 ft. at the start of each of its turns until it stops or the train uses one of its actions to end this effect. The Emergency Brake doesn't affect the train's normal acceleration or deacceleration, and it can use that action as normal.

**Toot.** You toot the train's whistle, which is audible up to 1000 ft. away.

## BODY

**Armour Class** 17

**Hit Points** 200 (damage threshold 15)

## CONTROL: CONSOLE

**Armour Class** 16

**Hit Points** 50

Modify the train's speed using one of its movement components.

## MOVEMENT: BOILER

**Armour Class** 17

**Hit Points** 100 (damage threshold 15)

Allows the use of this carriage's Accelerate/Deaccelerate action.

## WEAPONS: COW CATCHER

**Armour Class** 18

**Hit Points** 100 (damage threshold 20)

If the train would take damage from a head-on collision, any damage the train would take is instead applied to the Cow Catcher. In addition, if the train crashes into a creature, that creature is moved out of the train's space to the side of the track, but it still takes damage from the crash.

## PASSENGER CARRIAGE

*Gargantuan Vehicle (60ft by 10ft)*

**Creature Capacity** 60

**Cargo Capacity** 2 tons

**Rail Gauge** Standard

STR	DEX	CON	INT	WIS	CHA
18 (+4)	3 (-4)	16 (+3)	0 (-5)	0 (-5)	0 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

## BODY

**Armour Class** 16

**Hit Points** 100 (damage threshold 15)

## TENDER

*Gargantuan Vehicle (50ft by 10ft)*

**Creature Capacity** 2

**Cargo Capacity** 5,000 gallons (water), & 8 tons (fuel)

**Rail Gauge** Standard

STR	DEX	CON	INT	WIS	CHA
18 (+4)	3 (-4)	16 (+3)	0 (-5)	0 (-5)	0 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

## BODY

**Armour Class** 16

**Hit Points** 100 (damage threshold 15)

The three carriage types given on this page are the ones most typically used on a normal passenger rail service that the players are most likely to encounter: an engine to drive the train, a tender to supply the engine with water and fuel, and one or more passenger carriages. Carriages found on the following pages are more specialised, such as engine cars used for industry or niche use, and carriages built for combat or cargo. Trains can vary even more than this, so you may wish to modify these stat blocks to better represent other kinds of train.

## NARROW GAUGE ENGINE

Gargantuan Vehicle (40 ft by 10 ft)

**Creature Capacity** 2

**Cargo Capacity** 0.5 tons

**Rail Gauge** Narrow

**Travel Pace** 30 miles per hour (720 miles per day)

**Max Speed** 265 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (0)	18 (+4)	0 (-5)	0 (-5)	0 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

### ACTIONS

The train can take any of the following actions in addition to action options granted to it by other carriages. Toot is a free object interaction and doesn't count against the number of actions the train can take on its turn.

**Accelerate/Deaccelerate.** You increase or decrease the train's current speed by 15 ft. per round, up to a maximum of 265.

**Emergency Brake.** You pull a cord that activates brakes all along the length of the train. The train's speed decreases by 50 ft. at the start of each of its turns until it stops or the train uses one of its actions to end this effect. The Emergency Brake doesn't affect the train's normal acceleration or deacceleration, and it can use that action as normal.

**Toot.** You toot the train's whistle, which is audible up to 1000 ft. away.

### BODY

**Armour Class** 17

**Hit Points** 150 (damage threshold 15)

### CONTROL: CONSOLE

**Armour Class** 16

**Hit Points** 50

Modify the train's speed using one of its movement components.

### MOVEMENT: BOILER

**Armour Class** 16

**Hit Points** 70 (damage threshold 15)

Allows the use of this carriage's Accelerate/Deaccelerate action.

### WEAPONS: COW CATCHER

**Armour Class** 18

**Hit Points** 100 (damage threshold 20)

If the train would take damage from a head-on collision, any damage the train would take is instead applied to the Cow Catcher. In addition, if the train crashes into a creature, that creature is moved out of the train's space to the side of the track, but it still takes damage from the crash.

## SMALL PASSENGER CARRIAGE

Gargantuan Vehicle (30 ft by 10 ft)

**Creature Capacity** 30

**Cargo Capacity** 1 ton

**Rail Gauge** Narrow

STR	DEX	CON	INT	WIS	CHA
16 (+3)	3 (-4)	16 (+3)	0 (-5)	0 (-5)	0 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

### BODY

**Armour Class** 16

**Hit Points** 75 (damage threshold 15)

## LIGHT CARGO CART

Gargantuan Vehicle (30 ft by 10 ft)

**Creature Capacity** 0

**Cargo Capacity** 3 tons

**Rail Gauge** Narrow

STR	DEX	CON	INT	WIS	CHA
16 (+4)	3 (-4)	18 (+4)	0 (-5)	0 (-5)	0 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

### ACTIONS

The train can take any of the following actions in addition to action options granted to it by other carriages.

**Release Cargo.** By cutting a strap, opening a hatch, releasing a valve, or some other appropriate action, you immediately cause the train to drop all objects in the Cargo Hold section of this carriage.

### BODY

**Armour Class** 16

**Hit Points** 75 (damage threshold 15)

### CARGO HOLD

**Armour Class** 16

**Hit Points** 75 (damage threshold 15)

This component represents all components on the carriage that allow it to securely carry cargo, such as straps, barriers, containers, locks etc.

## ARMoured TRAIN CARRIAGE

Gargantuan Vehicle (60 ft by 15 ft)

**Creature Capacity** 10

**Cargo Capacity** 2 tons

**Rail Gauge** Broad

STR	DEX	CON	INT	WIS	CHA
24 (+7)	3 (-4)	24 (+7)	0 (-5)	0 (-5)	0 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

### ACTIONS

**Fire Machine Gun.** The train fires its Machine Gun.

### BODY

Armour Class 19

Hit Points 200 (damage threshold 20)

### WEAPON: MACHINE GUN

Armour Class 15

Hit Points 30

**Ranged Weapon Attack:** +6 to hit, range 90/360 ft, one target. Hit: 13 (3d8) piercing damage. Alternatively, it can spray a 10-foot-cube area within normal range with shots. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take the weapon's normal damage. This action uses ten pieces of ammunition.

## RAILWAY ARTILLERY

Gargantuan Vehicle (60 ft by 15 ft)

**Creature Capacity** 10

**Cargo Capacity** 5 tons

**Rail Gauge** Broad

STR	DEX	CON	INT	WIS	CHA
24 (+7)	3 (-4)	18 (+4)	0 (-5)	0 (-5)	0 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

### ACTIONS

The train can take any of the following actions in addition to action options granted to it by other carriages.

**Fire Artillery. (2 actions)** The train can fire its Artillery.

### BODY

Armour Class 18

Hit Points 200 (damage threshold 20)

### WEAPON: ARTILLERY

Armour Class 16 (damage threshold 10)

Hit Points 120

**Ranged Weapon Attack:** +6 to hit, range 6,000/24,000 ft., one target. Hit: 33 (6d10) bludgeoning damage. Regardless of whether the attack hits, the shell detonates. Each creature within 30 ft of the target must make a DC 17 Dexterity saving throw, taking 14 (4d6) fire damage and 33 (6d10) piercing damage on a failure, or half as much on a success.

The carriages described on the previous page can be used to represent a typical narrow gauge railway used for mining or logging. Such railways usually ferry workers to and fro a work site, and are less comfortable than normal passenger rail, but also carry cargo.

The carriages described on this page give examples of trains used for military applications. They're heavy, specialist pieces of equipment, but may feature as part of an adventure. You can replace the weapons on these carriages with other siege weapons described in a later chapter if it suits your game better.

This document can't describe every type of train carriage that could feature in a D&D campaign, but you can modify the stat blocks here to suit your needs. For example, you can adjust the basic engine carriage on the first page in the section by increasing its width to 15 ft to represent a broad gauge carriage, or use the stats of the armoured train carriage without the weapon or creature capacity to represent an armoured cargo carriage hauling explosives.

# VEHICLES PART 2: SHIPS AND AIRCRAFT



HIS SECTION COVERS ADDITIONAL VEHICLES THAT use the rules for ships found in *Ghosts of Saltmarsh*. This includes water-borne vehicles using more advanced technology than those found in that book, and airborne vehicles such as the Airship described in the Dungeon Master's Guide.

## SHIPS

A Ship-of-the-Line is a massive warship designed for one thing only: to bring as many cannons as possible to bear simultaneously against the enemy.

### SHIP-OF-THE-LINE

*Gargantuan Vehicle (160 ft by 45 ft)*

**Creature Capacity** 70 crew, 60 passengers

**Cargo Capacity** 250 tons

**Travel Pace** 4 miles per hour (96 miles per day)

[Speed: 40 ft]

STR	DEX	CON	INT	WIS	CHA
24 (+7)	4 (-3)	24 (+7)	0 (-5)	0 (-5)	0 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

### ACTIONS

On its turn, the Ship-of-the-Line can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than forty crew and only 1 action if it has fewer than twenty. It can't take these actions if it has fewer than five crew.

The Ship-of-the-Line has two sets of Broadside cannons, one each on its Starboard and Port sides. Regardless of how many actions it has, it cannot attack more than once per turn with either its Starboard or Port broadside cannons, although it can still use each of them once. Broadside cannons can only attack a target that is within their range and directly perpendicular to the ship: they cannot attack anything in front or behind the ship.

**Broadside Cannons.** The Ship-of-the-Line fires its Broadside cannons. It has advantage on its attack rolls if the target of the attack is a Gargantuan object.

**Swivel Guns.** The Ship-of-the-Line fires its Swivel Guns.

**Move.** The Ship-of-the-Line can use its helm to move with its oars or sails.

### HULL

**Armor Class** 16

**Hit Points** 550 (damage threshold 20)

### CONTROL: HELM

**Armor Class** 18

**Hit Points** 50

Move up to the speed of one of its movement components, with one 90-degree turn. If the helm is destroyed, the Ship-of-the-Line can't turn.

### MOVEMENT: OARS

**Armor Class** 12

**Hit Points** 100; -5 ft. speed per 25 damage taken

**Speed (water).** 20 ft. (requires at least 40 crew)

### MOVEMENT: SAILS

**Armor Class** 12

**Hit Points** 100; -10 ft. speed per 25 damage taken

**Speed (water).** 35 ft.; 15 ft. while sailing into the wind; 50 ft. while sailing with the wind.

### WEAPONS: BROADSIDE CANNON

**Armor Class** 15

**Hit Points** 50 each

**Ranged Weapon Attack:** +6 to hit, range 400/1,600 ft., one target. Hit: 110 (20d10) bludgeoning damage.

### WEAPONS: SWIVEL GUN (2)

**Armor Class** 15

**Hit Points** 50 each

**Ranged Weapon Attack:** +6 to hit, range 120/480 ft., one target. Hit: 22 (4d10) bludgeoning damage.

A steam frigate is one of the earliest types of steam powered ship built for war. They typically are equipped with both sail and engine, moving under power of wind most of the time to conserve fuel but switching to engine power during battle for the boost in speed and to outmaneuver sail-equipped vessels that may be hampered by unfavourable winds. Due to the placement of bulky paddle engines on the sides of the vessel, they can't use large batteries of broadside cannons. Instead, they use a smaller number of long-range cannon.

## STEAM FRIGATE

*Gargantuan Vehicle (125 ft by 25 ft)*

**Creature Capacity** 60 crew, 80 passengers

**Cargo Capacity** 200 tons

**Travel Pace** 8 miles (192 miles per day) under steam; 4 miles per hour (96 miles per day) under sail

[ Speed 60 ft under steam, 40 ft under sail ]

STR	DEX	CON	INT	WIS	CHA
26 (+8)	6 (-2)	24 (+7)	0 (-5)	0 (-5)	0 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

## ACTIONS

On its turn, the Steam Frigate can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than thirty crew and only 1 action if it has fewer than fifteen. It can't take these actions if it has fewer than three crew.

**Deck Cannon.** The Frigate fires its Deck Cannons

**Heat Shot.** The ship's crew use the engine coals to heat up the cannon shot. The next time this ship fires its Deck Cannon, and hits a target within the weapon's normal range, the attack deals an additional 7 (2d6) fire damage, and sets wooden targets aflame. Targets set aflame take 10 (3d6) fire damage at the start of each of this ship's turns until it is extinguished. If the target is a wooden ship or wooden creature, it can make a DC 17 Constitution saving throw when hit by heated shot, on a successful save it is not set aflame.

**Move.** The Frigate can use its helm to move with its engine or sails.

## HULL

**Armour Class** 17

**Hit Points** 600 (damage threshold 25)

## CONTROL: HELM

**Armor Class** 18

**Hit Points** 50

Move up to the speed of one of its movement components, with one 90-degree turn. If the helm is destroyed, the Steam Frigate can't turn.

## MOVEMENT: SAILS

**Armor Class** 12

**Hit Points** 100; -10 ft. speed per 25 damage taken

**Speed (water).** 35 ft.; 15 ft. while sailing into the wind; 50 ft. while sailing with the wind.

## MOVEMENT: STEAM ENGINE

**Armor Class** 15

**Hit Points** 100:

**Speed (water).** 60 ft. (requires at least 5 crew)

## WEAPONS: DECK CANNON (2)

**Armor Class** 15

**Hit Points** 50 each

**Ranged Weapon Attack:** +6 to hit, range 800/3,200 ft., one target.  
Hit: 55 (10d10) bludgeoning damage.

Ironclads are powerful armoured warships that ended the age of wooden-hulled ships. True Ironclads are powered by steam and are equipped with devastating long-range cannons that can fire armour-piercing shells that punch through fortifications or the hulls of other ironclads, or explosive shells that annihilate personnel and wreck havoc on the internal components of ships.

## IRONCLAD

*Gargantuan Vehicle (125 ft by 25 ft)*

**Creature Capacity** 60 crew, 80 passengers

**Cargo Capacity** 160 tons

**Travel Pace** 8 miles per hour (192 miles per day)

[Speed 60 ft]

STR	DEX	CON	INT	WIS	CHA
28 (+9)	6 (-2)	28 (+9)	0 (-5)	0 (-5)	0 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

## ACTIONS

On its turn, the Ironclad can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than thirty crew and only 1 action if it has fewer than fifteen. It can't take these actions if it has fewer than three crew.

**Armour-Piercing Cannon.** The Ironclad fires its Armour-Piercing Cannon.

**Explosive Cannon.** The Ironclad fires its Explosive Cannon.

**Move.** The Ironclad can use its helm to move with its engine.

## HULL

**Armour Class** 18

**Hit Points** 700 (damage threshold 35)

## CONTROL: HELM

**Armor Class** 18

**Hit Points** 50

Move up to the speed of one of its movement components, with one 90-degree turn. If the helm is destroyed, the Ironclad can't turn.

## MOVEMENT: STEAM ENGINE

**Armor Class** 15

**Hit Points** 100:

**Speed (water).** 60 ft. (requires at least 5 crew)

## WEAPONS: ARMOUR-PIERCING CANNON (2)

**Armor Class** 16

**Hit Points** 70 each

**Ranged Weapon Attack:** +9 to hit, range 900/3,600 ft., one target. Hit: 55 (10d10) bludgeoning damage.

## WEAPONS: EXPLOSIVE CANNON (2)

**Armor Class** 16

**Hit Points** 70 each

**Ranged Weapon Attack:** +6 to hit, range 600/2,400 ft., one target. Hit: 33 (6d10) bludgeoning damage. Regardless of whether the attack hits, the shell detonates. Each creature within 30ft of the target must make a DC 17 Dexterity saving throw, taking 14 (4d6) fire damage and 33 (6d10) piercing damage on a failure, or half as much on a success.

Passenger Steamers are unarmed vessels designed to carry large amounts of commuters, tourists, and other civilians. They typically operate in slow-moving rivers, large lakes, and shallow calm oceans near the shore. A typical Passenger Steamer has a range of options for passenger accomodations, catering or restaurants, and especially extravagant steamers may include other facilities such as casinos or theaters. Other ships of this type may be more specialised towards carrying cargo, oftentimes mail, or soldiers along routes where ship-to-ship combat is not likely.

## PASSENGER STEAMER

*Gargantuan Vehicle (125 ft by 25 ft)*

**Creature Capacity** 30 crew, 200 passengers

**Cargo Capacity** 50 tons

**Travel Pace** 10 miles per hour (240 miles per day)

[Speed 90 ft]

STR	DEX	CON	INT	WIS	CHA
24 (+7)	4 (-3)	18 (+4)	0 (-5)	0 (-5)	0 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

## ACTIONS

On its turn, the Steamer can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than fifteen crew and only 1 action if it has fewer than five. It can't take these actions if it has fewer than two crew.

**Move.** The Steamer can use its helm to move with its engine

### HULL

**Armour Class** 15

**Hit Points** 100 (damage threshold 15)

### CONTROL: HELM

**Armor Class** 18

**Hit Points** 50

Move up to the speed of one of its movement components, with one 90-degree turn. If the helm is destroyed, the Steamer can't turn.

### MOVEMENT: STEAM ENGINE

**Armor Class** 15

**Hit Points** 100:

**Speed (water).** 90 ft. (requires at least 2 crew)

Tugboats are specialised vehicles that are much stronger than their size would suggest. Their main role is towing much larger ships, and may operate in teams to do so. For this reason they aid in rescue operations where other ships get stranded, help larger and less nimble vessels navigate crowded harbours, or haul unpowered barges.

## TUGBOAT

*Gargantuan Vehicle (55 ft by 20 ft)*

**Creature Capacity** 3 crew, 4 passengers

**Cargo Capacity** 3 tons

**Travel Pace** 3 miles per hour (72 miles per day)

[Speed 25 ft]

STR	DEX	CON	INT	WIS	CHA
26 (+7)	4 (-3)	22 (+6)	0 (-5)	0 (-5)	0 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

## ACTIONS

On its turn, the Tugboat can take 2 actions, choosing from the options below. It can take only 1 action if it has only 1 crew. It can't take these actions if it has no crew.

**Move.** The Tugboat can use its helm to move with its engine

### HULL

**Armour Class** 15

**Hit Points** 150 (damage threshold 20)

### CONTROL: HELM

**Armor Class** 18

**Hit Points** 50

Move up to the speed of one of its movement components, with one 90-degree turn. If the helm is destroyed, the Tugboat can't turn.

### MOVEMENT: STEAM ENGINE

**Armor Class** 15

**Hit Points** 100:

**Speed (water).** 25 ft. (requires at least 1 crew)

This Renaissance era boat is remarkable for the fact that it can sail beneath the surface of the water. While small and unarmed, its unique ability makes it perfect for stealth or accessing underwater lairs. It is equipped with a folding sail for use on the surface, and a pedal-powered propeller for use on the surface and underwater.

## Submarine

*Gargantuan Vehicle (20 ft by 5 ft)*

**Creature Capacity** 2 crew, 2 passengers

**Travel Pace** 2 miles per hour (48 miles per day)

[Speed 20 ft]

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	14 (+2)	0 (-5)	0 (-5)	0 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

## ACTIONS

On its turn, the submarine can take one of the actions below. It can't take these actions if it has no crew.

**Dive/Rise.** The submarine moves up or down by 10 ft using its Ballast Tank.

**Move.** The submarine moves using its propeller or sail, with one 90-degree turn.

## HULL

Armour Class 16

Hit Points 100

## CONTROL AND MOVEMENT: BALLAST TANK

Armour Class 16

Hit Points 50

If the Ballast Tank is destroyed, the submarine cannot use its Dive/Rise action.

## CONTROL AND MOVEMENT: PROPELLER

Armour Class 12

Hit Points 30

**Speed (water).** 20 ft. (-5 ft per 10 damage taken. Max speed 10 ft if only 1 crew)

## CONTROL AND MOVEMENT: SAIL

Armour Class 12

Hit Points 30

**Speed (water).** 20 ft; 15 ft while sailing into the wind, 25 ft while sailing with the wind. This movement option cannot be used while submerged.

## AIRCRAFT

Hot Air Balloons are the earliest successful flying machines, capable of ascending and descending but not steering, instead being carried in the direction of the wind. A hot air balloon anchored to the ground can be used to scout battlefields, monitor the weather, send semaphore and lantern signals, or act as a nest for snipers.

## Hot Air Balloon

*Gargantuan Vehicle (30 ft by 30 ft)*

**Creature Capacity** 1 crew, 5 passengers

**Travel Pace** wind speed up to approx 10 miles per hour (240 miles per day)

[Speed 90 ft]

STR	DEX	CON	INT	WIS	CHA
8 (-1)	4 (-3)	10 (+0)	0 (-5)	0 (-5)	0 (-5)

**Damage Immunities** poison, psychic

**Damage Resistances (Envelope Only)** bludgeoning

**Damage Vulnerabilities (Envelope Only)** fire, slashing

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

## ACTIONS

On its turn, the Hot Air Balloon can take one action. It can't take this action if it has no crew.

**Ascend/Descend.** The balloon's altitude increases or decreases by 40 ft.

## BASKET

Armour Class 12

Hit Points 50

## CONTROL: BURNER

Armour Class 14

Hit Points 30

Use the balloon's Ascend/Descend action. If the burner is destroyed, the balloon can't Ascend.

## MOVEMENT: ENVELOPE

Armour Class 10

Hit Points 30

For every 5 points of damage taken, the hot air balloon loses 5 ft of altitude at the start of each of its turns. If the Envelope is destroyed, the hot air balloon loses the ability to fly; it and every creature on board fall immediately.

The Airship is described briefly with basic statistics in the Dungeon Master's Guide, but here given a full stat block akin to the other ships in this document. This vessel is a creation of pure fantasy rather than being based on a real historical device, but craft like this are common in fantasy stories where magic and technology meet such as many Steampunk settings.

## AIRSHIP

*Gargantuan Vehicle (100 ft. by 20 ft.)*

**Creature Capacity** 20 crew 20 passengers

**Cargo Capacity** 1 ton

**Travel Pace** 8 miles per hour (192 miles per day)

[Speed 70 ft.]

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	0 (-5)	0 (-5)	0 (-5)

**Damage Immunities** poison, psychic

**Damage Resistances (Envelope Only)** bludgeoning

**Damage Vulnerabilities (Envelope Only)** fire, slashing

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

## ACTIONS

On its turn, the airship can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than fifteen crew and only 1 action if it has fewer than five. It can't take these actions if it has fewer than three crew.

**Fire Ballista.** The airship can fire its ballista (DMG, ch. 8).

**Move.** The airship can use its helm to move with one of its movement components.

## HULL

**Armour Class** 13

**Hit Points** 300 (damage threshold 15)

## CONTROL: HELM

**Armour Class** 17

**Hit Points** 50

Move up to the speed of one of its movement components, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

## MOVEMENT: ENVELOPE

**Armour Class** 12

**Hit Points** 50

**Speed (flying)** 40 ft; up or down only

For every 10 points of damage taken, the airship loses 5 ft of altitude at the start of each of its turns. If the Envelope is destroyed, the airship loses the ability to fly; it and every creature on board fall immediately.

## MOVEMENT: PROPELLER

**Armour Class** 12

**Hit Points** 70

**Speed (flying)** 70 ft

## MOVEMENT: SAILS

**Armour Class** 12

**Hit Points** 100; -5 ft. speed per 25 damage taken

**Speed (flying)** 45 ft.; 15 ft. while sailing into the wind; 60 ft. while sailing with the wind.

## WEAPONS: BALLISTAS (2)

**Armor Class** 15

**Hit Points** 50

**Ranged Weapon Attack:** +6 to hit, range 120/480 ft., one target.

Hit: 16 (3d10) piercing damage.

# RULES FOR VEHICLES

THIS SECTION CONTAINS OPTIONAL RULES FOR EXCEPTIONAL scenarios that may apply to a wide variety of vehicles, primarily ones that are described in this document.

## BOOSTING VEHICLES

Vehicles powered by steam engines may be temporarily pushed past their normal limits to increase their speed for a short time, at risk of damaging the engine.

Boosting a vehicle requires the use of special fuel that burns hotter and faster than coal or wood. This can be a mundane high-density fuel, or an alchemical mixture, but it works the same regardless.

At the start of the vehicle's turn, the creature that controls the vehicle or its crew can choose to boost it, consuming one unit of booster fuel. The vehicle's speed increases by  $1d6 \times 5$  feet for the rest of its turn, which can increase the vehicle's speed above its normal maximum. The vehicle must make a DC 15 Constitution saving throw. On a failed save, the vehicle's engine takes 17 (5d6) fire damage.

A creature proficient with land vehicles or engineer's tools (described later in this document) can attempt a DC 15 Intelligence or Wisdom check using its proficiency when boosting a vehicle. On a success, two d6 are rolled, and the creature can choose which result to use to determine the increase in the vehicle's speed. To make this check, the creature must be within 5 ft of either the control or movement component of the vehicle being boosted.

## MUNITION AND BOILER EXPLOSIONS

While steam and gunpowder are extremely powerful, keeping such forces contained is a risk. In battle, a critical failure to the wrong component can result in pressurised steam tearing steel to ribbons, or flames engulfing whole decks of ships.

Boiler explosions can happen in any kind of steam engine, as a result of almost any kind of damage, from combat to rust. If a vehicle's engine or boiler component is reduced to zero hit points while its engine is running, the vehicle must make a DC 10 Constitution saving throw, or DC 15 if the damage that reduced it to zero was fire damage. On a failed save, the boiler or engine explodes. Each creature within 60 ft of the component must make a DC 15 Dexterity saving throw. The explosion deals 27 (6d8) fire damage and 9 (2d8) piercing damage on a failed save, or half as much on a successful one.

If the engine or boiler is destroyed by an internal explosion, for example if a stick of dynamite is thrown into the firebox, then the vehicle has disadvantage on its saving throw.

A creature proficient with land vehicles or engineer's tools within 5 ft of a vehicle component when it makes a saving throw against boiler explosions can use its reaction to attempt to prevent the explosion, such as by quickly cooling the engine or venting the pressure in a safer manner, by attempting a DC 20 Dexterity or Intelligence check using its proficiency. On a success, the vehicle doesn't need to make a saving throw.

Munitions explosions occur when the stockpile of gunpowder or shells used to fire a vehicle's weapons is detonated, which can cause devastating chain reactions. If a vehicle's weapons component is destroyed, and it utilises an explosive or combustible element (e.g. any kind of firearm or cannon), the vehicle must make a DC 15 Constitution saving throw. On a failed save, it takes 10 (3d6) fire damage and has to roll again. On a successful save, nothing happens.

## STOPPING VEHICLES

Though slowing a locomotive or steamboat bare-handed is an impossible task to ordinary people, the heroic adventurers or titanic monsters of D&D may be able to match their might.

A creature attempting to stop a vehicle must make a contested Strength (Athletics) check against the vehicle as an action. If the creature is more than one size smaller than the vehicle, it makes the check with disadvantage. If the creature wins, the vehicle's speed is reduced by a number of feet equal to the creature's Strength score, rounded up to the nearest value divisible by 5 (e.g. if the creature's strength score is 19, the vehicle's speed is reduced by 20 ft, if its strength is 12, it's reduced by 15 ft). As long as the creature remains in contact with the vehicle, the reduction in speed also remains. The creature can attempt this contest again on subsequent turns, and if it succeeds, the reduction in speed is cumulative with its prior attempts, or the efforts of other creatures.

If the creature is attempting to stop the vehicle by placing itself in the vehicle's path, then it takes crash damage as it normally would, but isn't shoved out of the vehicle's space.

# VEHICLE CUSTOMISATION AND VARIATION

**S**OME VEHICLES IN HISTORY AND FICTION ARE ALMOST like characters in their own right, sometimes just as iconic as the living people in the tale. Even ordinary vehicles can garner much sentimentality (or disdain) from those that own them. In addition, vehicles in operation for a long time inevitably acquire mechanical faults, or prove their worth in some challenge. The tables in this section can be used to customise vehicles to better represent their specialist design, odd battle scars, and glorious triumphs.

## LEGENDARY TRAIT

This table can be used to generate a trait for vehicles that are renowned for a particular quality. A vehicle that emerges victorious against impossible odds, is built by master craftsmen, or is used to accomplish a great deed, may gain a trait from the table below.

### LEGENDARY TRAIT

- 1 Icebreaker:** Freezing weather conditions don't hamper this vehicle's movement. It ignores difficult terrain or hazards caused by ice or snow, and this vehicle's crew and passengers don't suffer the effects of Extreme Cold while on board.
- 2 Juggernaut:** This vehicle is an unstoppable force that crushes everything in its path. When crashing into a creature or object, its damage threshold is doubled, and it rerolls damage rolls of 1 to determine the damage it deals.
- 3 Defiant:** This vehicle can struggle through devastating volleys of fire that ought to obliterate it. If this vehicle would be destroyed, it instead drops to 1 hitpoint. Until the end of its next turn, its damage threshold is doubled, and attacks using its weapons have advantage.
- 4 Reliable:** Against all odds, ruined mechanisms can be jury-rigged back to life. If a destroyed component is preventing a vehicle from taking one of its actions or from turning, the vehicle can attempt to use that action anyway. The vehicle must make a DC 12 Constitution saving throw. On a success, the destroyed component regains 1 hit point.
- 5 Majestic:** This vehicle inspires awe when it takes to the field of battle. In the first round of combat, it can take one additional action.
- 6 Destroyer:** This vehicle leads its charge, or covers its retreat, with a volley from its weapons. If this vehicle uses all of its actions on its turn to move or modify its speed, it can use one of its weapons without needing an action.
- 7 Covert:** Built for subterfuge, it's hard to gauge the capabilities of this vehicle. This vehicle's weapons aren't visible to enemies until they are used. In addition, this vehicle is considered to be proficient with the Stealth skill.
- 8 Wayfinder:** This vehicle excels on the frontier and in dangerous conditions. Ability checks to navigate while on board this vehicle are made with advantage, and it ignores difficult terrain.

## MECHANICAL QUIRKS

As a result of poor maintenance, battle damage, or age, vehicles might develop a baffling array of malfunctions or patch-job repairs. The more sophisticated vehicle engines become, the more ways it can go wrong. The table below can be used to generate oddities and defects for an individual vehicle.

### MECHANICAL QUIRKS

- 1 Slow Off The Mark:** The first time this vehicle's movement components are used this turn, its speed is only increased by half the normal amount.
- 2 Stuck Throttle:** If this vehicle uses its engine to move, roll a dice. On an even numbered roll, the next action it takes also has to be a move or accelerate action with its engine.
- 3 Bumpy Ride:** Ability checks and saving throws made to avoid difficult terrain or being knocked prone on this vehicle are made with disadvantage.
- 4 Overheating:** Every time this vehicle's engine is used more than once on a turn, it takes 2 (1d4) fire damage.
- 5 Fuel Guzzler:** This vehicle uses twice as much fuel.
- 6 Rust Bucket:** One of this vehicle's components loses its Damage Threshold.
- 7 Light Loader:** This vehicle's cargo capacity is halved.
- 8 Falling Apart:** When one of this vehicle's components takes damage, another random component also takes half as much damage.

Having a skilled engineer onboard can help mitigate the effects of malfunctions. At the start of each of this vehicle's turns, a member of the crew proficient with Engineer's Tools can make a DC 17 ability check using Strength, Intelligence, or Wisdom with its proficiency. On a success, the effects of that mechanical quirk is ignored until the start of the vehicle's next turn.

Repairing a quirk is a time consuming process. A creature proficient with Engineer's Tools or Tinker's Tools can oversee repairs on a quirk by making a DC 10 Strength, Intelligence, or Wisdom with its proficiency. On a failure, the quirk is not repaired and the vehicle is inoperable for a full day, during which time the check cannot be repeated. On a success, the quirk can be repaired. Repairing the quirk takes two work weeks, and 20 gp in materials and labour for each day spent on the repair. Subtract ten from the amount rolled on the ability check. The time spent on repairs can be reduced by that number of days (e.g. if the repair check was 17, then the amount of time spent on repairs is reduced by 7). If the roll on the dice is an unmodified 1, then the vehicle gains another random quirk, even if the check otherwise succeeds.

# SIEGE WEAPONS



HIS SECTION EXPANDS ON THE SIEGE AND CREW weapons described in the Dungeon Master's Guide. Although that book features a typical cannon, this section contains additional gunpowder weapons that preceded and succeeded the cannon. Many of the weapons presented here can be used to replace weapons on the vehicles above.

## RENAISSANCE WEAPONS

### HWACHA

*Large Object*

**Armour Class:** 12

**Hitpoints:** 50

**Damage Immunities:** poison, psychic

The Hwacha is an early gunpowder weapon that consists of several rows of arrows on a rack attached to firework-style rockets all bound by a single fuse, so that lighting one fuse would unleash a hundred or more arrows at once. This weapon is primarily useful against densely-packed infantry: with its wild inaccuracy made up for only by its long range and the sheer volume of projectiles it fires. More advanced forms of this weapon add an extra component to the propellant of the arrows, turning them into incendiary weapons at the cost of reducing the weapon's range due to the extra weight on the arrows.

It takes three actions to load a hwacha, one to aim, and one to fire.

**Arrow Barrage.** Arrows rain down on a point within 400 ft. Each creature within a 30 ft cube centred on that point must make a DC 15 Dexterity saving throw, taking 27 (6d8) piercing damage on a failure, or half as much on a success.

**Incendiary Barrage.** Flaming arrows rain down on a point within 300 ft. Each creature within a 30 ft cube centred on that point must make a DC 15 Dexterity saving throw, taking 27 (6d8) piercing damage and 14 (4d6) fire damage on a failure, or half as much on a success. Flammable objects in the area that aren't being worn or carried are ignited.

### ORGAN GUN (RIBAULDEQUIN)

*Medium Object*

**Armour Class:** 15

**Hitpoints:** 40

**Damage Immunities:** poison, psychic

The Organ Gun is composed of a rack of roughly twenty rifle barrels set to fire simultaneously. Relatively light and easy to load compared to its predecessor, the Hwacha, its use of rifles means it fires in a straight line rather than a distant arc. Like the Hwacha, it's primarily used against grouped infantry. Organ Guns may be built

with barrels set parallel to fire in a wide line, the grouped shots being more effective over longer ranges, or be set at a slight angle to fire over a wider area.

It takes two actions to load an Organ Gun, one to aim, and one to fire.

**Cone Fire.** Each creature in a 90 ft cone originating from the Organ Gun must make a DC 15 Dexterity saving throw. On a failed save, it takes 33 (6d10) piercing damage.

**Line Fire.** Each creature in a 120 ft long and 10 ft wide line originating from the Organ Gun must make a DC 15 Dexterity saving throw. On a failed save, it takes 44 (8d10) piercing damage.

### VOLLEY GUN

*Large Object*

**Armour Class:** 17

**Hitpoints:** 70

**Damage Immunities:** poison, psychic

Volley Guns are akin to an Organ Gun in many ways, though it is a heavier device that fires small cannon rounds instead of bullets. A single cannon is bored with nine barrels, enabling it to fire up to nine rounds in a rapid burst once the fuse is lit. Though it lacks the range and accuracy of a conventional cannon, it can be used to bombard an area or unload its whole payload into a single target.

A Volley Gun can be loaded with up to nine shots total, and each action used to load it loads up to three shots. When the weapon is fired, it expends all shots it is loaded with. It takes one action to load the weapon (or three actions to load it to full from empty), one action to aim it, and one action to fire it. When you fire a Volley Gun, you can choose one of the attack actions below.

**Bombard Area.** This weapon can rain down shots in a 15 ft square area within 800 ft of it. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, it takes 6 (1d12) bludgeoning damage per shot loaded into the cannon, up to a maximum of 58 (9d12), or half as much on a successful save.

**Concentrated Fire.** *Ranged Weapon Attack:* +5 to hit, range 200/800 ft., one target. *Hit:* 6 (1d12) bludgeoning damage per shot loaded into the cannon, up to a maximum of 58 (9d12).

# EARLY INDUSTRIAL WEAPONS

## ARTILLERY

*Huge Object*

**Armour Class:** 19

**Hitpoints:** 90

**Damage Immunities:** poison, psychic

These long-range cannons fire explosive shells. The impact of the shell alone can punch through most armour or structures not built to withstand the impact, and the following explosion can decimate whole ranks of soldiers. These machines are heavy and difficult to move, but the arrival of even a single artillery cannon onto the battlefield can decide the victor. As such, artillery batteries or munitions factories are priority targets for saboteurs or the enemy's own artillery.

It takes one action to load the weapon, one action to aim it, and one action to fire it.

**Explosive Shell.** *Ranged Weapon Attack:* +6 to hit, range 6,000/24,000 ft., one target. Hit: 33 (6d10) bludgeoning damage. Regardless of whether the attack hits, the shell detonates. Each creature within 30 ft of the target must make a DC 17 Dexterity saving throw, taking 14 (4d6) fire damage and 33 (6d10) piercing damage on a failure, or half as much on a success.

## FIELD MORTAR

*Medium Object*

**Armour Class:** 15

**Hitpoints:** 30

**Damage Immunities:** poison, psychic

A portable weapon that when folded up, can be carried by a single soldier, the ability to move and set up this weapon quickly is its main strength compared to conventional artillery, which otherwise outclasses it with its range and explosive power. Mortars of this kind are also used to deliver a more insidious kind of payload: canisters of toxic gas.

It takes one action to load the weapon, one action to aim it, and one action to fire it. It takes one action to fold up this weapon into its portable form, and two actions to redeploy it. While folded, this weapon cannot be fired.

**Explosive Shell.** *Ranged Weapon Attack:* +5 to hit, range 500/2,000 ft., one target. Hit: 11 (2d10) bludgeoning damage. Regardless of whether the attack hits, the shell detonates. Each creature within 20 ft of the target must make a DC 15 Dexterity saving throw, taking 7 (2d6) fire damage and 22 (4d10) piercing damage on a failure, or half as much on a success.

**Gas Shell.** *Ranged Weapon Attack:* +5 to hit, range 500/2,000 ft., one target. Hit: 11 (2d10) bludgeoning damage. Regardless of whether the attack hits, the shell releases toxic fumes in a 20 ft radius cloud centred on the target. The cloud spreads around corners but cannot penetrate liquids. The cloud persists for 10 minutes,

and can be hedged out by a moderate wind. When a creature enters the cloud's area for the first time on a turn or starts its turn there, that creature must make a DC 15 Constitution saving throw. The creature takes 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

## MACHINE GUN

*Medium Object*

**Armour Class:** 15

**Hitpoints:** 40

**Damage Immunities:** poison, psychic

This firearm uses an array of barrels that rotate when a handle is cranked, allowing it to fire in rapid succession. Weapons like this are usually set up in defensive positions in order to fend off groups of enemies. The design of this machine is such that a small crew can easily output the same firepower as a whole platoon.

It takes one action to load this weapon, and one action to fire it. Aiming is done in the same action as firing, by the creature that takes that action. This weapon, when fully loaded, holds 100 bullets. Normal Fire uses three bullets, and Spray Area uses ten.

**Normal Fire:** *Ranged Weapon Attack:* +6 to hit, range 90/360 ft, one target. Hit: 13 (3d8) piercing damage.

**Spray Area:** The Machine Gun can spray a 10-foot-cube area within normal range with shots. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take 13 (3d8) piercing damage.

The Machine Gun described here is a crew-operated weapon, and like most automatic weapons of this era is far too large and unwieldy for a human to carry and fight with effectively. If you wish to represent the fantasy of a strong hero armed with a massive machine gun as depicted in many action films and video games, use the Crank Gun found in the next section.

# WEAPONS AND ADVENTURING GEAR



HIS SECTION EXPANDS ON THE RELEVANT sections of the Player's Handbook and Dungeon Master's Guide with additional gear themed around Renaissance and Early Industrial technology. A wide array of firearms from these periods can be represented using the game statistics provided in the DMG. For example, the game rules

Name	Cost	Damage	Weight	Properties
<i>Renaissance Item</i>				
Blunderbuss	500 gp	1d10 pierc.	12 lb.	Amm., loading, special, two-handed
Crossbow, Repeating	50 gp	1d6 pierc.	8 lb.	Amm. (range 60/240), reload (10 shots), two handed
Fire Lance	50 gp	special	9 lb.	Amm. (range 10), reload, special, two-handed
Hand Cannon	250 gp	1d12 blud.	18 lb.	Amm. (range 40/120), heavy, loading, two-handed
<i>Ammunition</i>				
Blunderbuss Shot (5)	3 gp	2 lb.		
Fire Lance Tube	1 sp	1/2 lb.		
Hand Cannonball (10)	3 gp	3 lb.		
Firework Arrow (10)	10 gp	3 lb.	special	
<i>Early Industrial Item</i>				
Crank Gun	900 gp	2d8 pierc.	30 lb.	Amm. (range 40/160), burst fire, heavy, reload (100 shots), special, two-handed
Flare Gun	20 gp	1 fire	2 lb.	Amm. (range 40/300), loading, special
<i>Ammunition</i>				
Flare	1 sp	—		

**Blunderbuss.** A type of gunpowder firearm akin to a musket with a wide barrel flared at the end. It fires pellets in a wide spread. When fired, each creature within a 30 ft cone originating from the weapon must make a DC 15 Dexterity saving throw. On a failed save, they take the weapon's normal damage, or half as much on a success.

**Fire Lance.** One of the earliest gunpowder weapons and arguably the first real firearm, this weapon is usually made of a spear affixed with a wood or bamboo fire tube. It can be used to make a normal melee weapon attack with the spear tip (1d6 piercing) or the tube can be ignited to make a ranged attack with the firearm (1d4 piercing & 1d4 fire, range 15 ft).

**Firework Arrow.** A specially created arrow affixed with a firework that helps it fly further than a normal arrow, and explodes shortly after being fired. When you use a firework arrow to make a ranged weapon attack using a bow, the normal and maximum range of the attack is increased by 50%. In addition, whether the attack hits or misses, each creature within 5ft of the creature you targeted (or one space of your choice that creature occupies, if it is larger than Medium sized) must make a DC 10 Dexterity saving throw. It takes 3 (1d6) fire damage on a failed save.

**Crank Gun.** One of the earliest kinds of automatic weapon, a crank gun is meant to be used while affixed to mount. A creature can only use a crank gun unaffixed to a mount if it has a Strength score of 15 or higher.

don't distinguish between a matchlock, flintlock, or wheel-lock pistol, but you are free to describe them in whichever way you feel is most appropriate.

Several of the weapons listed have their own unique ammunition types. Repeating Crossbows use normal crossbow bolts, and a Crank Gun uses bullets. Firework Arrows are a special kind of ammunition that can be used with any kind of bow.

**Flare Gun.** A device used to send out a distress signal, it can be used as an improvised weapon. A flare fired by this weapon burns for 1 minute. While burning it sheds a bright light for 30 ft and dim light for a further 30 ft.

Name	Cost	Weight
<i>Renaissance Item</i>		
Compass	15 gp	1 lb.
Diving Suit	150 gp	60 lb.
Firecrackers (1 bundle)	2 gp	1 lb.
Firework	5 sp	1 lb.
Fuse, Fast (20 ft)	15 gp	3 lb.
Fuse, Slow (20 ft)	10 gp	3 lb.
Invisible Ink (1 ounce bottle)	20 gp	—
Liquid Fire (flask)	50 gp	1 lb.
Parachute	20 gp	20 lb.
Sunglasses	15 gp	—
<i>Early Industrial Item</i>		
Gas Mask	15 gp	1/2 lb.
Gas Mask Filter	1 gp	—
Hazard Suit	50 gp	20 lb.
Hand Flare	5 sp	1 lb.
Matchstick (20)	5 sp	—
Scuba Suit	300 gp	70 lb.
Timed Bomb Trigger	75 gp	1 lb.
Tripwire Bomb Trigger	25 gp	1/2 lb.
Watch	150 gp	—

**Compass.** An item crucial for long-distance oceanic navigation, this compass is composed of a metal needle or flat disc that can turn freely. It always points north, unless there is a strong source of magnetism nearby or navigation is sabotaged by powerful magic. A compass comes standard with a set of Navigator's Tools.

**Diving Suit.** A bulky full-body suit that keeps its wearer perfectly dry while submerged, while also allowing them to breathe via a hose connecting the suit to an object on the surface, either to a vessel or a float. This hose can be up to 100 ft long. This suit is equipped with weighty ballast to ensure that the air-filled device sinks properly. A creature wearing this suit can walk normally on the bottom of a body of water. Weapon attacks that deal slashing or piercing damage can puncture this suit, which fills with water over the course of 1 minute unless the leak is patched. If the hose is damaged or covered, a creature can only breathe for 1 minute before it has to hold its breath. Special valves prevent a damaged hose from filling the suit with water. Donning a Diving Suit takes 10 minutes, and Doffing it takes 5 minutes.

**Firecrackers.** A type of gunpowder toy enhanced to be a distraction in combat. A creature can use its action to throw a bundle of firecrackers against a hard surface within 5 ft of it, strike it with another object, or ignite it with flames. However the firecrackers are activated, they erupt into a shower of sparks, noise, and flashes, which lasts until the start of your next turn. Each creature within 5 ft of the firecrackers is deafened and must make a DC 13 Constitution saving throw, becoming Blinded on a failed save while within the firecracker's area of effect. A bundle of firecrackers contains around 50 individual firecrackers, which can be removed from the bundle and activated independently. They have no noticeable effect when used this way, but are loud and sound like a gunshot.

**Firework.** When its fuse is lit, the firework flies up to 100 ft in the direction it is pointed and explodes. It deals 1d4 fire damage to everything within 10 ft of it, and any creatures within that radius must make a DC 13 Constitution saving throw, becoming Blinded on a failure.

**Fuse.** A length of fuse is used to ignite a flammable or explosive substance from a distance. Applying a naked flame to any part of the fuse will cause it to ignite, and the flame will travel along the length of the fuse. A lit fuse will ignite highly flammable materials such as paper, lantern oil or gunpowder but not more stable materials such as wood. A lit fuse can be snuffed with a DC 10 Dexterity check. The fuse has an AC of 11 and 2 hitpoints. The speed that a lit fuse burns at varies depending on the type used. A fast fuse burns at a rate of 20 ft per round, while a slow fuse burns at a rate of 5 ft per round.

**Invisible Ink.** This special ink can be written with just like normal ink, but once it dries it loses all colour and cannot easily be noticed with the naked eye. A creature

can make a DC 20 Intelligence (Investigation) check to notice the presence of invisible ink on a page via small impressions made by the pen or subtle differences in shade, but cannot read the ink without revealing it. Invisible ink becomes visible and can be read normally if it is heated.

**Liquid Fire.** A combustible alchemical mixture, it can be ignited with a naked flame or spontaneously ignites on contact with water, and once ignited it burns for 1 minute. Furthermore, this substance floats on water and cannot be doused with water. A flask of Liquid Fire can be used as a weapon. As an Action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged Attack against a creature or object, treating the Liquid Fire as an Improvised Weapon. On a hit, the target is coated with Liquid Fire. If the fire is ignited, the creature takes 7 (3d4) fire damage at the start of each of its turns. Alternatively, a flask contains enough liquid to cover a 5 ft square area of ground or surface water. A creature entering this area for the first time on its turn or starting its turn in the area takes 7 (3d4) fire damage. A creature can extinguish a burning creature or 5ft area of Liquid Fire with a DC 15 Dexterity check provided it has some material with which to smother the flames (such as sand).

### GREEK FIRE

Liquid Fire is based on the history and legends of Greek Fire, but this substance has been known by many names and is often attributed to other nations by ancient writers. Calling this substance Greek Fire wouldn't make much sense in a fantasy world where Greece doesn't exist, but you can ascribe this weapon to some other nation or group in your setting.

**Parachute.** Constructed from cloth and sturdy rope, and typically worn as a backpack. A creature can use its action to pull on a cord attached to the parachute, which causes it to spill open. If the creature is falling, the parachute fully opens and slows the creature's fall to 60 ft per round, and it takes no damage from the fall, provided it is Medium sized or smaller. A parachute can only be used in this way if it is being worn or securely held. If a creature lands while being slowed by a parachute, it can make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check to land on its feet. Donning a parachute takes 1 action, while doffing it takes 1 bonus action.

### USING A PARACHUTE

A parachute is an invaluable tool, but it requires an action to use. Using the falling rules in Xanathar's Guide, where a creature falls in 500 ft increments, a creature that takes a dive that's more than 500 ft tall will get at least one turn they can use to deploy their parachute. For shorter falls, a creature can use a Readied Action to deploy it. This means that a creature relying on a parachute to survive a fall either needs to be prepared, or fall far enough that they can prepare on the way down.

**Sunglasses.** Sunglasses use smoky or coloured glass to reduce the intensity of harsh sunlight on the eyes. All kinds of people use them for mundane utility, but versions of this item are used as a safety device by people working with bright lights such as gunpowder flashes. A creature wearing sunglasses has advantage on saving throws against being blinded by bright light, and penalties to attack rolls or ability checks based on bright light are negated (such as a Drow's Sunlight Sensitivity). However, a creature wearing sunglasses perceives dim light as if it were darkness, and cannot benefit from Darkvision.

**Gas Mask.** A creature wearing a gas mask has advantage on saving throws against harmful gases. A gas mask requires a filter to function. A gas mask filter can be exposed to harmful gases for 10 minutes (which need not be consecutive) before it no longer functions. Donning or doffing a gas mask takes 1 bonus action. Changing a gas mask's filter takes 1 action.

**Hand Flare.** Composed of a chemical mixture in a solid tube, used as a source of light. A Hand Flare can be ignited by removing its cap as a free object interaction. The flare burns for 10 minutes, and can burn underwater. While burning it sheds a bright light for 30 ft and dim light for an additional 30 ft. If the flare is used as an improvised weapon, it deals 1 fire damage. The flare doesn't normally damage objects it comes into contact with, but can ignite highly flammable objects such as dry paper and lantern oil.

**Hazard Suit.** This full-body suit is made of leather and cloth treated with flexible resin. It has a hood with a gas mask affixed (see above). A creature wearing this suit is immune to the effects of hazardous gases and cannot contract diseases from the environment as long as its gas mask filter is operational. If a creature wearing this suit takes slashing or piercing damage, it loses its protective properties, but the attached gas mask works as normal.

**Matchstick.** Usually sold in a box of 20. A matchstick can be ignited by striking it on any coarse dry surface as a free object interaction, and remains lit until the end of your next turn. A matchstick sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

**Scuba Suit.** A bulky full-body suit that keeps its wearer perfectly dry while submerged, while also allowing them to breath via a tank of air affixed to the back or chest. A tank contains enough air to allow a creature to breathe for 1 hour. This suit is equipped with weighty ballast to ensure that the air-filled device sinks properly. A creature wearing this suit can walk normally on the bottom of a body of water. Weapon attacks that deal slashing or piercing damage can puncture this suit, which fills with water over the course of 1 minute unless the leak is patched. If the air tank is damaged or removed a creature can only breathe for 1 minute before it has to hold its breath. Replacing an air tank takes 1 action. Donning a Scuba Suit takes 10 minutes, and Doffing it takes 5 minutes.

**Timed Bomb Trigger.** This device is composed of a clockwork mechanism and a small explosive charge. The charge itself isn't big enough to deal significant damage, but is instead used to ignite some other combustible or explosive substance that the trigger is attached to, such as a keg of gunpowder or barrel of lantern oil. As an action, a creature can activate the timer on this device, setting a duration. Some bomb triggers are built with a single set duration, others can be customised when the device is activated. The duration can be up to 1 hour. At the end of the set duration, the device explodes, dealing 2 (1d4) fire damage to anything within 5 ft of it. Once the device is activated, deactivating it is difficult. Successful deactivation stops the timer. Some versions of this device can be stopped using a key or by inputting a number into a dial. Alternatively the device can be deactivated by interfering with the mechanism. A DC 15 Intelligence or Dexterity check using either Tinker's Tools or Thieves Tools deactivates the device. A total of 5 or lower on the check instead causes the device to explode prematurely. The device can also be destroyed using physical force. The timer has an AC of 12 and 10 hitpoints. If the device is destroyed by dealing damage to it, roll a d6. On a 1, it explodes.

**Tripwire Bomb Trigger.** This device is composed of a tiny spring-loaded flintlock mechanism attached to a 10 ft spool of fine wire. Pulling on the wire or allowing it to go slack while the device is armed causes a spark that can ignite a flammable or explosive substance attached to the tripwire, such as a pouch of gunpowder or a stick of dynamite. This device can be deactivated by interfering with the mechanism. A DC 12 Intelligence or Dexterity check using either Tinker's Tools or Thieves Tools deactivates the device. A total of 5 or lower on the check instead causes the device to trigger prematurely.

**Watch.** This clockwork device keeps accurate time, as long as it is wound once a day. It measures time in increments of seconds, minutes, and hours.

## ARTISAN TOOLS

Item	Cost	Weight
Engineer's Tools	40 gp	8 lb
Gunsmith's Tools	50 gp	3 lb
Photography Kit	50 gp	5 lb
Surgeon's Kit	60 gp	5 lb

### ENGINEER'S TOOLS

Distinct from Tinker's Tools, this set is used by people working with heavy machines such as trains, siege weapons, printing presses, etc. A person proficient with these tools not only understands how industrial machines work, but also has an understanding of the mathematics and physics they employ.

**Components.** A set of wrenches and screwdrivers, spare bolts and screws, a sturdy metal file, pliers, some

clamps, a small bottle of lubricating oil, a rag for cleaning, & measuring rulers.

**Acrobatics.** Your knowledge of machines can aid you with manoeuvring around dangerous machines such as the gears of a clock tower or the wheel of a steamboat, letting you spot patterns and windows of opportunity.

**Arcana, History.** Your knowledge lends you additional insight when examining magical vehicles or machines, or to recall knowledge about the origin of such devices.

**Investigation.** You can more easily decipher the workings of a machine, or reconstruct events in the aftermath of a mechanical malfunction such as a train crash.

**Repair.** You can restore 10 hit points to a damaged machine for each hour of work. For any object, you need access to the raw materials required to repair it. For metal objects, you need access to an open flame hot enough to make the metal pliable.

**Sabotage.** You know just what to do to put a machine out of action. With 1 minute of work and access to a machine, you can remove key components that render the machine inoperable, as long as you know how it operates and what its intended function is. You can disguise your sabotage so that it can't be noticed until someone attempts to use the machine.

Activity	DC
Reverse-Engineer a machine	10
Sabotage a machine	10
Build a simple machine	15
Discreetly sabotage	20

## GUNSMITH'S TOOLS

These tools are used in the maintenance and repair of firearms. A person proficient with these tools need not be able to shoot well, but they know how guns and gunpowder work.

**Components.** A set of barrel brushes, a bottle of grease, small screwdrivers, tiny scraps of flint, files and blades for shaping lead, earplugs.

**Arcana, History.** Your knowledge lends you additional insight when examining magical firearms, or to recall knowledge about the origin of such devices. You can tell the difference between different styles of craftsmanship.

**Investigation.** Your understanding of firearms aids you with inspecting firearms, you can tell if it's been used recently, if it's been modified, or if a bullet is likely to have been fired from a certain kind of gun. You can also estimate the angle of a shot based on where it lands.

**Medicine.** You know all too well how much damage a bullet can do to the body. Your insights help when examining a victim of an attack made with a firearm, or with treating a bullet wound.

**Craft Bullets.** With one hour of work you can craft ammunition for a firearm. You can create no more than five pieces of ammunition and the combined value of the

crafted ammunition cannot exceed 5 gp. Creating ammunition usually requires lead and gunpowder.

**Maintain a Firearm.** As part of a short rest, you can clean and make minor repairs to one firearm, alleviating the effects of dirt, water, rust, or superficial damage. You can also make major repairs if you have spare parts on hand, but repairing a firearm that is completely inoperable takes more time.

**Sabotage a Firearm.** With 1 minute of work, you can render a firearm in your possession inoperable by removing key components and blocking vital mechanisms. Alternatively you can rig the weapon to explosively misfire. A rigged firearm, if a creature attempts to fire it, explodes in flames and the firearm is destroyed. The explosion deals 5 (2d4) fire damage to the creature holding it. A sabotaged firearm appears normal at a glance, but the alterations can be noticed with closer examination.

Activity	DC
Sabotage a firearm	10
Match a bullet to a kind of gun	12
Trace the trajectory of a shot	15
Rig a firearm to explode	20

## PHOTOGRAPHY KIT

This set of instruments is used for capturing a still image and projecting it onto a thin metal plate. This kit can only reproduce images in shades of grey.

**Components.** A camera, a camera stand, a case of ten camera plates, bottles of reagents used for developing photographs, an array of lenses, a glass cleaning kit, a black canvas.

**History.** Your knowledge of famous photographs can help you recall information about important people and events.

**Investigation.** You can use your understanding of photographs to glean more information than most, such as the time of day a photo was taken or information about the kind of camera used to capture it. In addition, you can use a camera to photograph a scene thoroughly and clearly enough that you can refer back to your photographs at a later date and make investigation checks as if you were still present at the scene.

**Perception.** Your training means that you're naturally aware of lighting and fine detail. The lenses in your kit allow you to perceive and photograph things that might otherwise be too distant or small to notice under normal conditions.

**Take a Photograph.** A camera plate must be inserted into the camera to use it. When the camera's lens is opened, and the camera remains stationary for at least two rounds (approx 12 seconds), an image is projected onto the camera plate. The camera lens can "see" in a cone, and reproduces an image with clarity and detail but no colour, only shades of grey. Cameras can be very sensitive though. The subject of the image must be in

bright light, and any part of the image that is in dim light or darkness appears as solid black on the plate. If there is a source of bright light within 15 ft of the camera in its view, the image is over exposed, and appears only white. The same occurs if the camera lens is left open for more than 1 minute. Any significant movement while the lens is opened appears as a blur in the resulting photograph, and fine details are obscured. Nominal movement, such as a creature's face moving while it talks, creates minor blurring but not enough to obscure broad details or make the subject unrecognisable.

**Develop a Photograph.** Once an image is projected onto a camera plate, it needs to be exposed to special fluid in order to make the image properly visible. This process also "fixes" the image, meaning it can't be further altered and isn't affected by bright light. A camera plate exposed to bright light before being fixed is rendered useless, and any image already captured on the plate is destroyed.

Activity	DC
Take a photograph	5
Repair a damage photo	15
Alter an undeveloped photograph	20

## SURGEON'S TOOLS

Useful on the battlefield and also for pursuing the goals of medical science, these tools are used for cutting people open and putting them back together again.

**Components.** Leather gloves, three fine scalpels, 10 ft spool of fine thread, stitching needles, tiny clamps, tourniquets, tweezers, syringe, small bottle of strong purified alcohol.

**Animal Handling.** Some of your training might have come from experimentation or dissection on animals, allowing you to refer back to it if you have no other familiarity with animals.

**Arcana.** You are familiar with the effects of magic on the body, you can more easily recognise them and recall how to counteract their effects.

**History.** Your training gives you additional insight into medical advancements through the ages or famous events involving illness or surgery.

**Intimidation.** You can refer to your anatomy knowledge as part of an interrogation to frighten people or more effectively apply force.

**Insight.** You can glean more knowledge than most from scars or old injuries to learn about a person's past.

**Investigation, Medicine.** You can perform a diagnosis on a living creature to discern the nature or cause of an injury or illness. Alternatively, you can perform an autopsy on a dead creature to gain in-depth understanding of how it died and its circumstances prior to its death.

**Sleight of Hand.** You know how to keep a scalpel steady, which can help you during invasive surgeries or

making fine incisions in other things such as pockets or the components of a trap.

**Perform a Surgery.** Cutting open a living creature to help them requires finesse and steel nerves as much as it does medical knowledge. Performing a surgery may require a Dexterity (Medicine) check.

Activity	DC
Perform a minor surgery	7
Perform a moderate surgery	10
Perform an autopsy	15
Perform an invasive surgery	15
Perform an emergency surgery	20
Perform an extreme surgery	25

## TYPES OF SURGERY

- Minor surgeries are virtually risk-free, non-invasive, and can be done easily in the field. Examples: Stitching and cleaning a shallow cut, removing skin parasites such as ticks or leeches, draining a boil or blister.
- Moderate surgeries carry some risk and are better performed in a safe quiet environment. Examples: Setting a broken bone into a cast or splint, dressing a serious wound such as a missing finger or acid burn, removing necrotic flesh from an infected wound.
- Invasive surgeries carry the most risk and are best performed in a dedicated surgery theatre. Examples: reattaching a limb, removing a Slaad egg, removing multiple shrapnel fragments.
- Extreme surgeries carry high risk at all times, and are typically an option of last resort. Examples: operating on the brain or heart, transfusing large amounts of blood, restarting a stopped heart.
- Emergency surgeries are dangerous in part because you don't have the luxury of time. They need to be performed at a moment's notice, perhaps even in the middle of battle. Examples: amputating a poisoned or diseased or cursed limb, performing a tracheostomy.

# RULES FOR FIREARMS

This section presents additional rules and guidelines you can use for adjudicating common scenarios where firearms may be present.

## HEARING GUNSHOTS

Guns are loud. Very loud. In good conditions, a gunshot can be heard up to a mile away, although it may be difficult to recognise as a gunshot, and this distance can be greatly diminished by a variety of factors. Within 100 ft, a creature not only clearly hears a gunshot but knows the direction of the sound. Within 500 ft a gunshot can be heard but not clearly and may not be able to accurately tell where it came from. Beyond that range the sound may be audible but indistinguishable from other background noises like a door slamming or branch breaking. A creature would only notice this sound if they were actively seeking it. Thick barriers such as sturdy stone walls can muffle the sound of gunshots, reducing their audible range.

## MASKING GUNSHOTS

The noise created by guns can be offset by other loud noises, allowing a crafty gunslinger to keep the element of surprise over foes. Such loud noises don't need to completely eclipse the sound created by a gun, only to leave it indistinct among the rest of the cacophony. Continuous loud noises, such as large factory machines, a roaring waterfall, or prolonged fireworks display, don't need any effort to mask sounds. Just being near them inhibits your ability to discern the sounds of a gunshot from more than 100 ft away.

Sometimes however, masking a gunshot requires careful timing. Intermittent loud sounds, such as an overhead thunderstorm, a train passing by, or volleys of cannon fire, require the creature firing the gun to sync their shot with the noise. If the noise doesn't happen on their turn, they can use a held action. In any case, a creature must make Dexterity (Sleight of Hand) or Wisdom (Perception) check in order to get the timing right. On a success, the sound of the gunshot is successfully masked and can't be discerned from more than 100 ft away. Otherwise, it can be heard as normal.

## FIREARMS AND WATER

Firearms utilise combustion to propel their projectile, thus water can interfere with a gun's operation. Industrial and modern bullets contain all the chemical components inside a watertight bullet, thus can fire normally underwater and use the normal rules for underwater combat. Pre-industrial firearms however are not watertight at all and even a small amount of water or damp can prevent them from firing. Submerging such a firearm in water instantly wets its internal components, and the firearm cannot be used

again until it is thoroughly dried. When outdoors in an area of Heavy Precipitation (*DMG* pg 110), rain can get into the mechanism. A creature proficient with firearms is assumed to be able to carry and operate their firearm without getting water into the mechanism provided they have a suitable holster or sheathe, but a firearm not being carried by a creature left in the rain for more than 1 minute becomes wet as if it were submerged, while a firearm operated by a creature without proficiency in firearms gets water inside if it is reloaded.

In reality, many common firearms are hilariously ineffective underwater, capable of firing only a few feet before the bullet loses all momentum. But that's no fun, and rules for underwater ranged attacks already exist, so this is one of the things that gets simpler and more practical in D&D than in real life.

## FIREARMS AND FIRE

Heating up a firearm too much can cause it to discharge without the trigger being pulled. If a loaded firearm that isn't being worn or carried is set aflame or is in an area that is on fire, roll a dice. On an even numbered roll, nothing happens, and you repeat this roll after 1 round. On an odd numbered roll, the firearm discharges. The firearm makes an attack roll with a +0 attack modifier that can't benefit from any bonuses or penalties, against a random creature within 20 ft or the normal range of the weapon, whichever is shorter. The weapon deals its normal damage die to a creature it hits.

## OPTIONAL RULE: DUELS

A staple of westerns, but is a trope that appears in both older and newer media. Duels are tense, climactic, and are a great way of displaying aspects of a character. However, in D&D, many characters can easily withstand the amount of damage that a single weapon attack can deal. Using normal combat rules, the lightning-fast action of a pistol duel is dragged out to several rounds. The rules outlined here are meant to translate the feeling of a western duel to the tabletop.

### THE SIGNAL

The signal determines when the duelists Draw their weapons. It can be almost any kind of perceivable event, such as another creature declaring when to draw, when a music box stops playing, the next time a crow flies overhead etc. Drawing your weapon before the signal is considered cheating (see below).

## STEP 1: MUTUAL AGREEMENT

To begin a duel, both parties must agree to partake. If one person does not agree to duel, then the situation may devolve into a normal combat encounter. The terms of the duel are set out and agreed upon by the duellists, although this needn't be a fair negotiation. One party may issue their challenge and coerce the other party into accepting. The terms of the duel include an agreement on what the signal will be, and when the duel takes place. A duel needs at least two participants, but can include more.

## STEP 2: TAKE POSITIONS

The duellists assume their positions in the place agreed upon in the first step, which may be the exact locations they were in when the challenge was issued. Weapons may not be drawn from here until the Draw.

## STEP 3: THE STARE-DOWN

Once the duellists are in position, they await the signal. During this time, it's common to stare directly at your opponent in an attempt to unnerve them. Each participant in the duel can choose to stare down one other participant. If so, they make a contested Charisma (Intimidation) check. The loser of the contest has disadvantage on their Initiative roll during the Draw.

Participants in the duel can do other things during the Stare-Down, but drawing any kind of weapon or casting a spell is considered cheating. Participants can use ability checks or other features in an attempt to gain advantages during the Draw and disadvantage their opponents. The types of actions taken are limited only by the imagination of the players. Some examples with suggested skill checks include:

- Cracking a joke to distract your opponent from noticing something else (Performance).
- Secretly preparing to draw a different weapon to the one you're carrying openly (Deception, Sleight of Hand).
- Manipulating a nearby flock of birds to distract your opponent (Animal Handling).
- Attempting to discern your opponent's next move or state of mind (Insight).
- Adjusting a shiny badge or piece of jewellery in just the right way that it reflects light into your opponent's eyes (Sleight of Hand).
- Pray to your deity (Religion).
- Determine if a sudden and convenient turn in the weather is about to occur, such as the sun suddenly breaking through the clouds or an unexpected gust of wind (Nature).
- Noticing a hidden weapon on your opponent's person (Perception).

## STEP 4: DRAW

Immediately after the signal occurs, all participants in the duel roll for initiative.

During a duel, participants take their turns as normal, but can only make one attack per action. A duellist can still attack multiple times on their turn if they have more than one action (such as from a fighter's Action Surge or the *Haste* spell) or can attack as a bonus action.

Reloading a weapon with the Loading or Reload trait takes 1 action during a duel. For this reason duellists might carry multiple weapons.

Damage from weapon and spell attacks made during a duel instantly reduces the target to zero hitpoints, unless the normal damage of the attack is completely negated (such as a monk's deflect missiles ability). A duel can be over with the very first move, hence why they can be so tense and deadly. Damage from other sources such as spells that require saving throws work as normal.

## RESOLVING A DUEL

A duel ends when all but one participant (or one team of participants if multiple allied creatures partook) are either dead, disarmed, or surrendering. A duel is also ended if the participants are somehow unable to shoot each other. For example, if all participants run out of bullets.

A Duel that isn't resolved in a victory for one side might become a regular combat encounter instead. If two duellists run out of bullets they may resort to using knives instead, or if one participant attempts to flee the duel then a chase might ensue. In instances like this, initiative order remains the same, but the rules of the duel no longer apply.

## CHEATING

During the first stage of Mutual Agreement, one or both parties might have conditions to agreeing to the duel, and breaking those conditions results in cheating. For example, the agreement might prohibit the use of magic by the participants, or prohibit the use of certain kinds of weapons. However, there are two rules that almost every duel includes: First, that you cannot draw or fire your weapon before the Signal. Second, that a non-participant in the duel cannot interfere. The usual result of cheating is the duel breaking down and becoming a regular combat encounter instead. Cheating in a duel can still yield favourable results, but few people look kindly on this kind of dishonourable conduct.

If a creature draws their weapon early, or a non-participant interferes, roll initiative as in Step 4, but the DM may rule that one or more participants are Surprised. At the start of the next round, the rules of the Duel are no longer in play and the situation proceeds like a normal combat encounter.

# FIREARM CUSTOMISATION AND VARIATION

**F**ANTASY STORIES ARE FILLED WITH MYRIAD depictions of swords, bows, spears, axes, and other weapons that vary widely in their appearance. A longsword can be easily distinguished from a rapier, but even two longswords can be visually distinct in ways that say a lot about the origin of those weapons and the characters that wield them. Likewise, firearms can exhibit similar variety, as well as small changes that can alter their function and game statistics.

## AESTHETICS AND ORIGIN

In the fantasy worlds of D&D, firearms can take forms unlike any real gun. Use the table below for inspiration, or roll to generate a random aesthetic for a firearm. These don't affect a weapon's game statistics.

### Firearm Aesthetic/Origin

- 1 Elvish:** The weapon is patterned with designs of leaves and the sky. Metal components may be inlaid with silver or Mithral, wooden parts retain part of their original organic shape. Smoke emitted by this weapon may be an unusual colour such as blue or pink.
- 2 Dwarvish:** The weapon is stocky and robust, for use in dirty caves and mines, designed to be operable wearing thick gloves or gauntlets. It may bear designs of a specific clan or be inlaid with coloured stone.
- 3 Orcish:** The wooden parts of the weapon may be replaced with bone. The construction is sturdy but rough, as would be expected of a makeshift forge in a nomadic tribe. The weapon is also etched or hung with charms and wards.
- 4 Draconic:** The barrel of this weapon depicts a dragon's maw. Tooth or scale patterns, possibly actual dragon parts, are engraved or inlaid into the weapon. Smoke or flames emitted by the weapon are noticeably pronounced and sounds akin to a dragon's roar.
- 5 Gnomish:** The weapon has an experimental look to it, with too many moving parts, and may include extra frills such as a bottle opener or cleaning kit fitted into the handle.
- 6 Celestial:** Metal parts of the weapon are gold or silver, while wooden parts are pearly white. It bears the symbol of a deity and patterns of wings. Flames or smoke emitted by the weapon are gold or pure white.
- 7 Fiendish:** Metal parts of the weapon are made of black iron that glows orange with heat when fired. It is spiked and bears patterns of skulls, while smoke emitted by this weapon is thick black and smells sulphurous.
- 8 Homemade:** The build quality of the weapon is poor, with screws sticking out and roughly cut components. It rattles a bit when handled and smoke leaks some out of odd places when fired. Loading the weapon usually requires forcefully hitting parts into place.

## OPTIONAL RULE: ALTERATIONS AND QUIRKS

Some firearms are designed for specific uses, or are later altered to their owner's preference. Others develop odd quirks from age or damage. Roll on the Alterations table to generate a random firearm with a modification, or on the Quirks and Malfunctions table to determine how a poorly constructed or damaged firearm might be affected.

### Alterations

- 1 Stub:** This weapon's barrel and handle have been shortened for easier use in close quarters. Being within 5ft of a creature doesn't impose disadvantage on ranged attacks with this weapon, and ability checks made to find this weapon if it is concealed are made at disadvantage.
- 2 Bayonet:** This weapon has been fitted with a blade that allows it to be wielded as a simple melee weapon that deals 1d4 piercing damage.
- 3 Clubbed:** This weapon has been fitted with a weighted protrusion that allows it to be wielded as a simple melee weapon that deals 1d4 bludgeoning damage.
- 4 Muffled:** This weapon's barrel has several vents that release the pressure in a more gradual manner that significantly reduces the noise of the shot. Creatures more than 100 ft away can't hear the sound of this weapon firing.
- 5 Duckfoot:** This firearm is augmented with two additional secondary barrels set at an angle to the main barrel, meant for combating crowds. When you make a ranged attack with this weapon, you can choose up to two additional creatures within 5ft of the target of your attack. You can make an attack roll against each of them, dealing the weapon's normal damage on a hit. You have disadvantage on these additional attacks. Firing the weapon in this way requires two additional ammunition, and each barrel must be loaded separately.
- 6 Scoped:** This weapon is augmented with an enhanced aiming reticule or telescopic sights, greatly assisting with making long-distance shots. The normal range of this weapon is increased by an amount equal to half its normal range.
- 7 Lightweight:** This weapon weighs half as much as a normal weapon of its type. If it doesn't have the Two-Handed property, it also gains the Light property. If you use your action to make an attack with a light melee weapon or light firearm, you can use your bonus action to make a single weapon attack with this light weapon.
- 8 Watertight:** Submerging this weapon in water doesn't damage it or prevent it from operating normally, but underwater penalties to ranged attack rolls still apply, and loading the weapon underwater breaks the watertight seal. In addition, this weapon floats.

## Quirks & Malfunctions

**1 Jam:** When you fire this weapon, it might jam immediately afterwards. A jammed weapon cannot be fired until you succeed on a DC 10 ability check to unjam the weapon using either Strength, Dexterity (Sleight of Hand), or Intelligence (Tinker's Tools). This check can be made as a Free Object Interaction on your turn.

**2 Hair Trigger:** Forceful impact on this weapon (such as a creature holding the weapon being shoved or knocked prone, or taking damage from a fall, or using it to make a melee attack) while it is loaded can cause it to fire unintentionally. If the weapon is sheathed, the creature holding it is the target. Otherwise the accidental shot has a 50% chance of hitting a random creature, or a 50% chance of missing everyone. For a stray shot aimed at a creature, make a normal attack roll, and the attack does normal damage.

**3 Misfire:** Whenever you make an attack with this weapon, roll a d20. On a 1, the weapon fails to fire, but sputters out a thick blast of smoke and soot. If the target of the attack was within 15ft, it is Blinded until the start of your next turn.

**4 Combustible:** Remnants of gunpowder and debris stuck inside the weapon can remain burning after you fire this weapon. Whenever you use this weapon, roll a d6. On a 6, internal debris catches fire, emitting visible smoke, and the next time you fire this weapon in the next minute, the bullet carries that burning debris with it, dealing an additional 1d4 fire damage in addition to the normal damage of the projectile. In addition, the creature using this weapon takes 2d4 fire damage.

**5 Broken Reload:** This weapon can be used normally, but cannot be reloaded.

**6 Warped Barrel:** This weapon's barrel is worn down or damaged, widening it. It is now too warped to properly fire normal bullets. However the wider barrel can now accept other objects. A creature with gunpowder can load the weapon with some other object (such as a small fork, pebbles, marbles, keys etc) and fire the weapon normally. Ranged attacks with improvised ammunition have half the range of normal attacks, and use a d4 damage dice instead of the weapon's normal damage.

**7 Wonky Sights:** The sights on this weapon are horribly misaligned. When you make a ranged attack with this weapon and don't have advantage on the roll, you have a 50% chance of hitting another random creature within 5ft of the intended target.

**8 Utterly Busted:** Whenever you make an attack roll of any kind with this weapon and roll a 1, this weapon gains a new random malfunction (rerolling this result).

Firearms in the hands of the players will rarely gain new malfunctions or quirks, as there's no fun to be had in using powerful new technology if it is far less reliable than traditional weapons, so firearms will easily resist general wear and tear, being dragged through cramped dungeons or used as melee weapons. Firearms looted from defeated foes however might be damaged by the encounter.

A player might also reasonably damage their weapon by using it for unconventional purposes, such as using it to prop open a heavy portcullis, trying to load it with improvised ammunition, or making unskilled homemade modifications to it.

A damaged firearm's resale value is roughly half of what it would sell for undamaged. A firearm with more than one malfunction is close to worthless and most merchants won't buy guns in such a state.

A damaged firearm can be repaired using appropriate artisan's tools. Repairing a malfunction requires 4 hours of uninterrupted work and 20gp worth of materials, and then the artisan must succeed on a DC 15 check using the chosen tool. The cost of materials can be negated if there is another firearm on hand which can be destroyed for spare parts, which also lowers the DC of the check to 12.

A weapon with a beneficial alteration can be much more expensive than a normal firearm. While a bayonet alteration seldom costs much more than the price of a dagger, a muffled or duckfoot firearm has potentially powerful effects. Such a weapon can be as much as twice as expensive as a normal weapon of its kind.

# PLAYER BACKGROUNDS

**A**S SOCIETY DEVELOPS, SO TOO DOES THE TRADES and labours of its people. An adventurer in a more technological setting might be more likely to have worked in a mine or factory than a farm, and the skills they gain from their origins should reflect that. You can use one of the backgrounds below when making a character instead of one presented in the Player's handbook.

## DOCTOR/SURGEON

You received training in medical science, and are used to cutting people. Perhaps you were an accomplished healer, a researcher, or a new student just getting your scalpel wet, but in any case you know what a person's insides look like as well as their outsides. A surgeon usually has nerves of steel and are used to making decisions under pressure, and often earn the respect of people around them.

### d6 Specialisation

- 1 Specialist Surgeon
- 2 Mortician
- 3 Veterinarian
- 4 Military field surgeon
- 5 Medical Researcher
- 6 Trainee/Student

**Skill Proficiencies:** Medicine, Sleight of Hand

**Tool Proficiencies:** Surgeon's Tools

**Equipment:** Surgeon's Tools, a set of scrubs, a certificate of your education, a book of anatomy, a set of common clothes, a pouch containing 15gp

### d6 Personality Trait

- 1 I'm always cool under pressure
- 2 I tend to refer to things by their technical names rather than their colloquial names.
- 3 Blood, gore, and nudity doesn't faze me - I've seen it all.
- 4 I look down on traditional medicine.
- 5 I greatly enjoy the esteem my education grants me.
- 6 I'm always eager to cut someone open.

### d6 Ideal

- 1 **Impartiality.** My role is not to judge, but to give aid. (good)
- 2 **Integrity.** I took an oath when I became a doctor, and I intend to uphold it even outside of my surgery. (lawful)
- 3 **Knowledge.** I seek to learn more about people and how to fix them. (any)
- 4 **Regret.** I am haunted by a patient I failed to save, and I won't let it happen again. (good)
- 5 **Butchery.** I endlessly seek specimens to dissect in order to learn their secrets, no matter the cost. (evil)
- 6 **Curiosity.** I know it's not how a person is supposed to be assembled, but I think it's an improvement! (chaotic)

### d6 Bond

- 1 There's a rare affliction I wish to find a cure to.
- 2 I won't stop until my name is known to all medical experts. I want a hospital named after me!
- 3 I'm the only educated person from my community, so I send back money and knowledge when I can.
- 4 A patient on their deathbed entrusted a secret mission to me.
- 5 I was discredited and seek to regain my academic renown.
- 6 I aspire to perfection in my craft. A procedure that no mortal man has ever witnessed before.

### d6 Flaw

- 1 I never second guess myself, even if I should.
- 2 My bedside manner is terrible.
- 3 I'm so used to seeing people as specimens that I struggle to empathise with others.
- 4 I'm only in this job for the renown or money.
- 5 I tend to suggest much more extreme surgeries than necessary.
- 6 I'm not as much an expert in my field as I like to pretend.

## FEATURE: DOCTOR'S ORDERS

Medical professionals tend to garner respect, and the technical nature of their field often goes over the heads of common folk. As such, people tend to take you at your word. If you make a recommendation about someone's health, or talk about some aspect of your field, people will accept what you're saying as truth unless it directly contradicts their existing knowledge. You can use your status to gain an audience with notable academics, or gain access to restricted areas of hospitals, universities, and libraries.

## ENGINEER

Whether you worked on powerful locomotives, printing presses, or just tinkered in your spare time, you have experience with building and fixing machines. You know your nuts and bolts and are good with your hands, but you're also adept at mathematics and drawing schematics. As part of your learning, you also gained some familiarity with vehicles such as trains.

**Skill Proficiencies:** Investigation, Sleight of Hand

**Tool Proficiencies:** Engineer's Tools

**Vehicle Proficiencies:** Land Vehicles

**Equipment:** A set of Engineer's Tools, work gloves, safety goggles, a tool belt, miscellaneous schematics from your past projects, some pencils, a set of common clothes, and a pouch containing 7gp.

### d6 Personality Trait

- 1 I'm constantly tinkering with things.
- 2 I'm insistent on a clean workplace and all my tools in order.
- 3 I'm deeply critical of the work of other engineers.
- 4 I always need the newest gadgets.
- 5 I always name the machines I work with.
- 6 I always overstate how difficult tasks are so that I look good when I complete them.

### d6 Ideal

- 1 **Accountability.** A bad workman blames their tools. (lawful)
- 2 **Power.** The strength of engines is to be harnessed! (any)
- 3 **Innovation.** Always try to improve your designs. (any)
- 4 **Tradition.** If it ain't broke, don't fix it. (any)
- 5 **Excellence.** Never stop learning, strive for perfection in your craft. (any)
- 6 **Business.** Money keeps these wheels turning. (any)

### d6 Bond

- 1 Something I built or designed was used to hurt people, and this haunts me.
- 2 I have a great idea for an invention, I just don't have the funds to build it.
- 3 A machine I once worked on is like a child to me.
- 4 I learned my craft from a parent who is very dear to me.
- 5 I wish to recreate some legendary machine from myth.
- 6 I left home to pursue an apprenticeship, and I desire to reconnect with someone I left behind.

### d6 Flaw

- 1 I have a tendency to push my machines too hard.
- 2 I'm a perfectionist who frets too much to ever finish much.
- 3 I'm really, really bad at explaining things.
- 4 I'm addicted to complexity.
- 5 I tend to view other people as machine-like and get frustrated when they don't act as such.
- 6 I don't trust a single machine I didn't build.

## FEATURE: TROUBLESHOOTING

Mechanisms that might look complex to most appear plain to you. A brief inspection of a non-magical machine is enough for you to determine on a basic level how it works. Seeing a machine in operation, even from a distance, can let you glean even more information about it e.g. Seeing an artillery cannon fire while observing it through a spyglass can give you a reasonably accurate idea of its range, rate of fire, and its most likely weaknesses. You can easily distinguish styles of craftsmanship, enough that you can usually determine a manufacturer or likely origin for most machines. If a machine isn't working properly, you can figure out why and what measures might be needed to fix it.

## FACTORY WORKER

You've worked on the production line, or loading crates onto trains, or some other related job. Back-breaking work whose job security hinges on the fact it's cheaper to pay your wages than to buy a machine to do it. Everyone that's had a job like yours yearns for adventure, but you're the one that made it happen. Though unglamorous, your job has trained you well for working at pace and staying focused. Even while having quotas to meet, you notice production errors and safety hazards. Despite your menial role, it's not much less dangerous than adventuring.

**Skill Proficiencies:** Athletics, Perception

**Tool Proficiencies:** One of your choice

**Equipment:** Heavy-duty gloves and boots, a hardhat, safety goggles, a set of common clothes, a pouch containing 5gp.

### d6 Personality Trait

- 1 I'm a stickler for safety protocols.
- 2 I'm so used to talking over loud machinery that I forget to speak normally sometimes.
- 3 I have a hundred jokes and stories to liven up monotonous activities.
- 4 Efficiency is my favourite thing.
- 5 I do the bare minimum asked of me.
- 6 I have very strong opinions about class divides that I will always find a reason to bring up.

### d6 Ideal

- 1 **Quality.** If you're going to do a job, you do it right or not at all. (lawful)
- 2 **Ambition.** I'm destined to be more than another cog in the machine. (any)
- 3 **Money.** Everyone's got to work, I'll do any job, if the pay is right. (neutral or evil)
- 4 **Anarchy.** I'll burn this factory down before I work another day at this job. (chaotic)
- 5 **Solidarity.** Working-class people are my people, we need to stick together. (any)
- 6 **Responsibility.** I must look out for the people that depend on me. (lawful)

### d6 Bond

- 1 I have a family I need to support.
- 2 I was maimed in an industrial accident, and resent my employer for their part in this.
- 3 I wish to purchase a factory of my own one day.
- 4 I was apprenticed to another worker, and still respect my old master.
- 5 I want to improve conditions for my fellow workers.
- 6 I invented something to aid with my work, and it was stolen from me.

### d6 Flaw

- 1 I drink on the job.
- 2 I don't trust managers of any kind.
- 3 I perceive myself and my job as being much more important than they really are.
- 4 I scoff at the notion of higher education.
- 5 I'm clueless about life outside the big city.
- 6 I work myself too hard.

## FEATURE: ONE OF OURS

You're the epitome of the working class, and know how to ingratiate yourself into groups of people like yourself. In social settings, you can easily make new friends and contacts, and call in small favours like asking someone to pay for a drink. Even complete strangers that share your social standing are likely to be unguarded and truthful around you. In an industrial setting, you're naturally at ease enough that your presence is unlikely to be questioned outside of restricted areas, and workers on the site will accommodate simple requests such as asking for directions or the name of a manager without further query or suspicion.

The Factory Worker background is meant to imply a menial albeit skilled worker, working on something akin to a production line or similar mundane role. If you envision your character as being more technical and involved with machines, consider the Engineer background. For other kinds of hard labour, look to the Miner background.

## JOURNALIST

With the arrival of the printing press, mass-produced literature accessible to anybody becomes reality. And with it, an industry of people who research current events, interview important people, or just make stuff up. For many journalists, a career jump into adventuring is hardly a big step, already accustomed to running around bothering people, with the added step of needing to write it all down.

**Skill Proficiencies:** Investigation, Persuasion

**Tool Proficiencies:** Calligrapher's Supplies or Photography Kit

**Equipment:** Choose either a) calligrapher's supplies or b) photography kit, a notepad and pen, a set of common clothes, a bundle of your articles or photographs, a set of common clothes, a pouch containing 4 gp.

### d6 Personality Trait

- 1 Everything is a conspiracy to me.
- 2 I'm always asking people their opinions on things.
- 3 I'm an obsessive note-taker.
- 4 I hate when people don't take journalism seriously.
- 5 I adore meeting famous and powerful people.
- 6 I'm a contrarian who always takes a devil's advocate approach.

### d6 Ideal

- 1 **Truth.** The people need someone they can trust, even if it's inconvenient or unpopular. (lawful)
- 2 **Profit.** I write what sells. (evil)
- 3 **Impartiality.** I always present the opposing view, even if it's bad. (lawful)
- 4 **Integrity.** I can't be bribed or intimidated. (good)
- 5 **Sensation.** Gossip and silly stories are more fun than serious news. (chaotic).
- 6 **Awareness.** I have a cause I'm dedicated to, and my reporting supports this. (neutral)

### d6 Bond

- 1 An article I wrote was censored to protect someone powerful, and I'm determined to get the truth out.
- 2 I have a dedicated informant that tips me off to interesting stories.
- 3 A mistake I made once cost me my reputation, and I'm determined to restore it.
- 4 I'm sick of just talking to famous people, I want to be famous!
- 5 My publication will one day be the most recognised in the country.
- 6 I'm in love with a rival journalist.

### d6 Flaw

- 1 I'm a sensationalist who spins everything to be more important than it is.
- 2 I get so fixated on my ideas that I become blind to evidence to the contrary.
- 3 I don't technically lie, but I write the truth in a very misleading manner.
- 4 I have good ideas but am bad at actually writing interesting articles.
- 5 I'm extremely hostile to editors and critics.
- 6 I don't back up my claims very well.

### FEATURE: PRESS PASS

Your role as a journalist allows you certain privileges, or at the very least being nosy is expected enough of you that you don't cause much concern. You can openly approach authority figures or guarded areas in public settings, as long as you announce that you are a journalist. Although you may be asked to leave an area, guards won't turn hostile unless you repeatedly ignore their commands. Likewise, you don't draw suspicion when taking photographs or asking strangers for information. E.g. if you are photographing a secret meeting from across the street then passers will ignore you, or a hotel clerk might be more forthcoming with information about a recent murder victim or agree to show you the victim's room.

## LAWYER

When cities get bigger, and countries more interconnected, leaving law to the will of local lords or village elders becomes impractical. Matters of law need to be standardised, and that gets complicated quickly. That's where you come in. It's your job to know the law on behalf of your clients, and match wits with the opposition. A lawyer needs to excel at research procedure, but also at articulation and strategy.

### d6 Specialisation

- 1 Criminal Defence
- 2 Criminal Prosecution
- 3 Property
- 4 Family
- 5 Business
- 6 Trainee/Intern

**Skill Proficiencies:** History, Persuasion

**Tool Proficiencies:** Calligrapher's Tools

**Languages:** One of your choice

**Equipment:** A copy of your licence to practise law, a stack of business cards for a law firm, a book of law related to your specialisation, a pen and an empty notebook, a set of fine clothes, and a pouch containing 10gp.

### d6 Personality Trait

- 1 I'm a stickler for proper grammar and definitions of words.
- 2 I love correcting people.
- 3 I like difficult cases.
- 4 I'm always impeccably dressed.
- 5 I always strive to appear confident.
- 6 I always believe that people are hiding something.

### d6 Ideal

- 1 **Justice.** I use the law to ensure that innocent people are protected and criminals are punished. (good)
- 2 **Impartiality.** I don't take sides, I'm just here to explain the rules. (lawful)
- 3 **Exploitation.** Technically I don't break the law, but I'm a crook all the same. (evil)
- 4 **Business.** This is just my job, and I'm paid well for it. (neutral)
- 5 **Liberty.** The law should only exist to preserve the freedoms of others. (any)
- 6 **Fealty.** The law is ordained by a god, monarch, or other power that I support. (lawful)

### d6 Bond

- 1 My reputation, or the reputation of my partners, is everything to me.
- 2 I've seen enough crime and tyranny in my line of work: time to deal with it at the source.
- 3 I once let a client down, with serious repercussions.
- 4 I'm in massive law school debt.
- 5 I learned law to defend myself after being wrongfully convicted of a crime. I'll prove my innocence yet!
- 6 My education was supported by a benefactor I owe a great favour.

### d6 Flaw

- 1 I'm prone to fixating on the literal words people say instead of their obvious intent.
- 2 I'm far too smug when I correct people.
- 3 I've taken far too many "shortcuts" to win cases.
- 4 I get too personally invested in cases, which can blind me to the facts.
- 5 Logical fallacies always cause me to lose my temper.
- 6 I'm very lax with client confidentiality, or keeping secrets in general.

## FEATURE: LEGALESE

You speak legal jargon like a first language, but to most people it can be confusing or intimidating. When you make a Deception, Insight, Intimidation, or Persuasion check, and you can apply your legal knowledge or use of legal terminology, you can use Intelligence instead of any other ability score.

## VARIANT FEATURE: SIGNED AND NOTARISED

You have a good understanding of how documentation works. A quick inspection of any documents is enough to let you know if it's legally binding or whether it has any notable loopholes or gaps (unless it's a forgery, or any loopholes are intentionally hidden by the document's author), and which institutions are responsible for officiating or enforcing the document. Likewise, you can quickly and easily draw up documents that appear official to an untrained observer, and can cause delays for trained observers e.g. you can write a fake search warrant that will fool a conscripted guard, or invoke a complicated obscure case that will prevent a judge from sentencing you until tomorrow.

## MINER

For much of your life, you've worked underground. Dark, cramped, dangerous conditions. Whether hoping to strike gold or endlessly digging coal to fuel the industrial engine, your work was some of the hardest and most perilous there is. No stranger to the underground, adventuring may not seem that bad by comparison.

**Skill Proficiencies:** Athletics, Nature

**Tool Proficiencies:** Mason's Tools

**Equipment:** A miner's helmet with a headlamp, a small pick, a set of common clothes, a pouch containing 5gp.

### d6 Personality Trait

- 1 I'm afraid of small spaces.
- 2 I don't respect people who haven't done hard labour.
- 3 I worked hard for my money, so I'm reluctant to spend it.
- 4 I don't even bother to wash the dirt off my face most days.
- 5 I'm calm in a crisis.
- 6 I like to help motivate people when we work together.

### d6 Ideal

- 1 **Labour.** Hard work is fulfilling work. (any)
- 2 **Greed.** Someday I'll strike it rich! (any)
- 3 **Brotherhood.** The people you struggle with and depend on, they become your family. (any)
- 4 **Community.** I'll always look out for the people around me. (good)
- 5 **Discovery.** Finding out what treasures can be found in the depths is exhilarating. (any)
- 6 **Duty.** My work is part of a larger plan. This is my place. (lawful)

### d6 Bond

- 1 I'm in debt to a former employer.
- 2 I'm determined to ensure that my family will never have to do the kind of work I did.
- 3 I found a valuable ore vein, but I don't have a crew to help me mine it.
- 4 I accidentally caused a mine accident, and want to provide for the families of those who perished.
- 5 If I ever see my old foreman again, I'll put a pick through their head.
- 6 My hometown fell into poverty after the mine closed. I wish to see it revitalised.

### d6 Flaw

- 1 I'm negligent of safety protocols.
- 2 I lack sympathy for people who struggle in my line of work.
- 3 I tend to downplay the seriousness of my injuries.
- 4 I'm used to being blunt and direct down below, but above people find me rude.
- 5 I'm easily distracted by mineral wealth.
- 6 I get carried away smashing things.

## FEATURE: PROSPECTOR

You've seen enough rocks in your time, and dug enough tunnels. You can identify rocks and ore at a glance, and distinguish types of stone or earth from small clues such as a stain on a person's shoes or splinters in the bottom of a minecart. You may not know what the names for all these geological samples are, but you can tell them apart and instantly know about their properties and likely origins.

In addition, your expertise in tunnelling helps you with determining how stable a tunnel is, how to collapse a tunnel, or how long it might take to dig a tunnel, along with other related information on hazards in underground spaces (e.g. drainage, ventilation).

## VARIANT FEATURE: DEMOLITION EXPERT

As a miner, you specialised in explosives for tunnelling or other industrial use. The proper handling of non-magical explosives is second nature to you, and people take your expertise seriously. You have additional insight when determining the best way to destroy an object using explosives, and how to disarm or neutralise explosive devices. You can identify common explosives with a cursory inspection, or by trace elements such as its scent.

## LEGAL

*DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.*

*This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.*

*All other original material in this work is copyright 2023 by Morgan Williams and published under the Community Content Agreement for Dungeon Masters Guild.*